BIANCA MARIE S. VICTORINO

BS Information Technology

09493384506

biancamarie.victorino@gmail.com

010 Sitio Victoria, Brgy. San Juan, Cainta, Rizal

https://github.com/biancavictorino

OBJECTIVE

Seeking an entry-level IT position to leverage my strong analytical and critical thinking skills to optimize technical processes and contribute to the efficiency of an organization. Eager to gain practical experience and contribute to innovative solutions alongside a collaborative team.

EDUCATION

College
University of Rizal System - Binangonan
Bachelor of Science Major in Information Technology
2021 - Present

Senior and Junior High School
Juan Sumulong Memorial Junior College
2015 – 2021

Elementary
San Isidro Elementary School
2009 – 2015

ORGANIZATIONS AFFILIATED

College of Computer Studies - Student Body
Member | 2021 - Present

IT Students' League
Member | 2021 - Present
2nd Year Deputy | 2021

iConnect Student Society
Member | 2021 - Present

URS University Supreme Student Government
Member | 2021 - Present

ACADEMIC ACHIEVEMENTS

With Honors
Grade 11 to Grade 12

Dean's Lister
1st Year College - First Semester
2nd Year College
3rd Year College

SEMINAR/TRAINING ATTENDED

Shifting Paradigm: from "TikTok" to Tea Talk
Juan Sumulong Memorial Junior College | July 7, 2020

Making a Difference in Industry 4.0 Using Graphical System Design
Asia Pacific College | February 23, 2021

Introduction to 2D Game Development Using Unity Engine
University of Rizal System | March 4, 2022

Introduction to UI/UX Designing on Figma
University of Rizal System | October 14, 2022

URSB Leadership Training
University of Rizal System | November 5, 2022

Take Care Always "IT'S SECURED"
University of Rizal System | November 25, 2022

SASS Simplified: Understanding the Basics of SASS and Contrasts from CSS
University of Rizal System | January 30, 2024

Tech Track: Empower Your Tech Journey Through Discovering Your Tech Stack
University of Rizal System | April 26, 2024

SKILLSET

- **Programming Languages**
  HTML, CSS, Javascript, PHP

- **Libraries and Frameworks**
  React and Tailwind

- **Tools and Platforms**
  Git, Github, Figma, Adobe Illustrator, Workbench

- **Interaction Design, Concept Sketching, Wireframing, Prototyping**