

### CHARWYN JEWEL GOMEZ

# **CARPO**

#### BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY STUDENT

Passionate BSIT student with a strong foundation in UI/UX design and programming, proficient in Python and Java. I am a creative thinker with a focus on user-centric interfaces, blending design aesthetics with efficient code. Eager to contribute and grow in a collaborative environment, I am committed to continuous learning and staying updated on industry trends.

#### **TECHNICAL SKILLS**

- UI / UX
- Software Development
- Project Management
- Game Design

## PROGRAM LANGUAGE, TOOLS, AND FRAME WORK

- Pvthon
- Java
- Html/Css
- Figma
- Krita

#### **EDUCATION**

2017 - 2023

Dagupan City National High School

2023 - Present

PHINMA - University of Pangasinan

#### **CORE WORK SKILLS**

- Problem Solving
- Creativity
- Adaptability
- Innovative
- Time Management

#### **PROJECTS**

HealthWatch BMI (2023)

#### Python | Gui

A BMI calculator that calculates, tracks your calculations and gives health advices

Minesweeper (2023)

#### Java | Gui | Figma Mock-ups

A single-player logic-based computer game where you avoid clicking on mines.

TicTacToe (2023)

#### Java | Gui | Figma Mock-ups

A game in which two players seek in alternate turns to complete a row, a column, or a diagonal with either three O's or three X's.

TerraSure (2023)

#### Figma Mock-ups

An app that encourages users to recycle plastic bottles in Terrasure bins in exchange of points that can redeem certain rewards

Artist Flair (2024)

#### Html/Css | Java Script | Figma Mock-ups

An art gallery website where art enthusiasts can browse through art while also getting a chance to know the artist behind the work.

Botany Hunt (2024

#### Java | Gui | Figma Mock-ups

A puzzle game and visual novel where the player solves puzzles from hints and clues with the theme of plants and botany

Calthea (Work in progress)

#### C# | Unity | Figma Mock-ups

An adventure type platformer game where the player embarks on the journey in the search of Calthea.

#### CONTACT