

DYNNHIEL CHASTLINE M. TALISAYAN

Software & Web Developer

Bachelor of Science in Information Technology Graduate



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Katrina Home 2, Brgy. Batinguel Dumaguete City Negros Oriental

EDUCATION

Junior High School
Guihulngan National High School – Poblacion under SSC
2015 – 2019

Senior High School
Saint Francis College – SHS
2019 – 2021

Undergraduate Student
Silliman University
2021 – 2025

SKILLS

- Programming Languages:
 - C, C++, C#, HTML, CSS, PHP, JavaScript, Python
- Frameworks
 - Laravel, ReactJs, AngularJs, Bulma, Bootstrap, MUI, VueJs, Typescript
- Database Systems
 - Firebase, Supabase, MySQL, DB2, MS SQL Server
- Data Visualization
 - Tableau and VB
- Design Tools
 - Canva, Photopia
- Game Designing Tools
 - Unity (2d and 3d)
- Version Control
 - GitHub (Git)
- Webflow, WordPress (DIVI & Impreza)

LANGUAGE

English | Filipino | Cebuano

WORK EXPERIENCE

- Sites-at-Scale – Internship **Jan 2025– April 2025**
 - Collaborated with developers in the Engineering Guild, assisting in website development and optimization.
 - Acted as an Intern Developer & QA consultant, ensuring website quality, performance, and functionality before deployment.
 - Managed and implemented updates on live and draft websites.

NOTABLE PROJECTS

2021– 2024

- Grocery Inventory Management System – Desktop Application
 - Made with Visual Basic with C#
- G-Track: Mobile Alert Tracker for Garbage Collection – Mobile Application
 - Made with MIT App Inventor with Blockly
- AgiGear: Agricultural Farm and Equipment Shop – Website and Desktop Application
 - Made with HTML, CSS, JS with Firebase Database (NoSQL) and Authentication
- Fast Eat Out – Ecommerce Web Application
 - Made with Laravel PHP artisan
- F.E.O. ERP Web System
 - Made with Laravel PHP artisan
- Mini CCS Library Web System
 - Made with Laravel PHP artisan
- SU-SCAA : Student Counseling Appointment Application – Web Application
 - Made with ReactJs, AngularJs with Bulma
- Space Odyssey – 2D Shooter Game
 - Made with Unity 2D with #C
- Labyrinth of Fortune – 3D Adventure Maze Game
 - Made with Unity 3D with #C
- Timely – Schedule planner and Chatbot – Web Application
 - Made with React, OpenAI and MUI
- CAPSTONE: Lighthouse Point Hotel Management System
 - Made using ReactJs, MUI & Bulma CSS framework, Python and Docker (Forecasting), Three.js (Virtual Tour and AR components) and Supabase for database