

# Erickson M. Sicosana

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## PROFILE

Graduating IT student with a strong academic record and a passion for gaming, seeking an internship or part-time job to gain hands-on experience and deepen technical skills. I have a foundational knowledge of multiple programming languages and I am eager to specialize according to project needs. Looking forward to contributing to a team while building practical knowledge in real-world environments.

## EDUCATION

### University of Rizal System Binangonan

*Bachelor of Science in Information Technology*

Binangonan, Rizal

Aug. 2021 – May 2025

### University of Rizal System Morong

*Bachelor of Science in Computer Engineering*

Morong, Rizal

June 2019 – March 2020

## SKILLS

- **Programming Languages:** C#, Java, C++, VB.net
- **Game Development:** Unity, 2D game design
- **Tools & Technologies:** Git, GitHub, Overleaf, Visual Studio, VS Code, GitHub Desktop
- **Web Development Basics:** HTML, CSS, JavaScript, PHP
- **Soft Skills:** Communication, problem-solving, team player, adaptability, attention to detail

## EXPERIENCE

### Seminar Speaker

*College of Computer Studies URSB*

September 2024

Binangonan, Rizal

- Conducted a seminar to guide students in overcoming challenges associated with capstone projects.
- Provided strategies for effective project planning, research methodologies, and time management.
- Facilitated interactive workshops to enhance problem-solving skills and teamwork.
- Offered personalized feedback and support, contributing to improved project outcomes.

## PROJECTS

### MMC MIS (Capstone Project) | LAMP Stack, PHP, MySQL, Laravel

Sept. 2023 – May 2024

- Developed a management information system for Mabuhay Methodist Church, reducing admin workload by 50%.
- Implemented modules for member, equipment, activity, announcement, attendance, and donation management.
- Created backends for administrators, secretaries, inventory staff, and pastors, and a frontend for members.
- Led the project team and served as the lead programmer.

### Fly Heights (Group Project) | C#, Unity

Oct. 2024 – Dec. 2024

- Developed an endless platformer game inspired by Icy Tower with procedurally generated platforms.
- Implemented responsive player physics for engaging gameplay.
- Integrated a scoring system to track player progress and encourage replayability.

### Interactive Console Application | C#

Nov. 2021

- Developed a C# console application featuring interactive navigation using keyboard arrow keys.
- Designed ASCII art for an engaging text-based interface.
- Utilized object-oriented programming principles for scalability.