

# Erickson M. Sicosana

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## PROFILE

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Graduating IT student with a strong academic record and a passion for technology and gaming. 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

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### University of Rizal System Binangonan

*Bachelor of Science in Information Technology*

Binangonan, Rizal

Aug. 2021 – May 2025

## SKILLS

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- **Programming Languages:** C#, Java, C++, VB.net, PHP, Symfony, API Platform, HTML, CSS, JavaScript
- **Database:** MySQL, Doctrine ORM
- **Tools & Technologies:** Git, GitHub, BitBucket, Trello, Docker, Swagger, Postman, Visual Studio, VS Code, Unity, Overleaf
- **Soft Skills:** Communication, problem-solving, team player, adaptability, attention to detail

## EXPERIENCE

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### Backend Developer Intern

*Bappware Technologies Inc.*

Feb. 2025 - April 2025

*Bonifacio Global City, Taguig City*

- Developed RESTful APIs using Symfony API Platform, ensuring high performance and scalability
- Followed API-first development principles and documented endpoints using Swagger/Postman.
- Implemented payroll entities APIs using Symfony API Platform.

### 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

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### 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.
- Served as the programmer of the project team.

### 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.