ARCHER SHANE D. BIGORNIA

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SUMMARY

- Proactive and passionate IT graduate with hands-on experience in software and game development, as well as database management.
- Comfortable with programming languages such as Java, C#, JavaScript, and SQL.
- Actively learning and working with MERN stack as well as Machine Learning.
- Experienced with both SQL and NoSQL databases and utilizing tools like Git, Postman and Ngrok.
- Strong collaborator with the ability to work effectively in team environments.

RELEVANT SKILLS

- **Languages:** SQL, Java, JavaScript, C#, HTML, Node.js
- **Frameworks & Libraries:** Phaser, Colyseus, PeerJS, ExpressJS, NodeJS, ReactJS,
- **APIs:** JDBC, RESTful API
- **Tools & Software:** GitHub, Git, Visual Studio, IntelliJ IDEA, Eclipse, Postman, Ngrok, Figma, Unity
- **Databases:** MySQL, MongoDB
- **Soft Skills:**
  - Problem-solving, adaptability, attention to detail, communication, continuous learning

WORK EXPERIENCE

SandaTap - 1DevsPH (Internship)
Game developer / Front-end developer
- Built a modular and scalable UI system in Unity using C# script
- Implemented animations and interactive elements improving visual feedback
- Connected in-game data structures to visual elements, ensuring real-time updates

Project Commissions – Self-employed
Game developer & Web developer
- Designed and developed web pages for clients, focusing on user-centric design and responsive functionality.
- Took on freelance and commissioned game development projects focusing on Unity and C#

PROJECTS

Codehub: Gamified Virtual Classroom for Teaching and Learning Python Programming in Tertiary Education
Lead developer / Full-stack developer
- Spearheaded the development of CodeHub for academic requirement.
- CodeHub is a collaborative platform that integrates real-time tools, including multimedia communication features and gamified learning, to enhance user's programming skills.
- Built with the MERN stack with Typescript, Colyseus, PeerJS and the Phaser game engine.

BloodFinder
Lead developer / Full-stack developer
- Developed a service-oriented platform for blood donors and blood seekers.
- BloodFinder is a platform that connects individuals in need of blood with local donors.
- Built with the Node.js, Express.js, MySQL, and Bootstrap

Inventory System
Project Manager, Lead developer / Full-stack developer
- Developed an inventory system for academic requirement in Object-Oriented Programming Course.
- A software solution that tracks and manages inventory levels, orders and sales.
- Built with the JavaFX, JDBC and MySQL

PyType
Game Designer, Front-end Developer
- Developed an interactive typing game as part of the CodeHub system within a gamified virtual classroom project
- A browser-based game that improves understanding of Python data types by challenging users to type
- Built with JavaScript, HTML, CSS, and integrated into the CodeHub platform.

Python Warrior
Game Designer, Front-end Developer
- Developed an interactive coding game that teaches Python programming through problem-solving and game mechanics.
- Players control a warrior by writing Python code to navigate levels, defeat enemies, and interact with objects helping user to learn key concepts like loops, conditionals, and functions along the way.
- Built with JavaScript, jQuery, HTML, CSS, and CodeMirror.

EDUCATION

Bachelor of Science in Information Technology
Polytechnic University of the Philippines
- Consistent president's lister of the university.

2021 - 2025

Science, Technology, Engineering and Mathematics
Polytechnic University of the Philippines - SHS
- Graduated with High Honors

2019 - 2021

ADDITIONAL INFORMATION

- **Languages:** English and Filipino.
- **Interests:** Offering web-based software and art commission for clients and studies Machine Learning in free time.