ARCHER SHANE D. BIGORNIA

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SUMMARY

- Fresh graduate with hands-on experience in software and game development.
- Basic knowledge of the Salesforce Platform and actively learning Lightning Web Components, Apex, and SOQL through Trailhead.
- Basic knowledge of Salesforce Administration side and continuously learning.
- Proficient in Java, C#, JavaScript, and SQL, with experience using both SQL and NoSQL databases.
- Familiar with development tools such as Git, Postman, and Ngrok.

RELEVANT SKILLS

- **Languages:** SQL, Java, JavaScript, C#, HTML, Node.js
- **Frameworks & Libraries:** 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

- Built a modular and scalable UI system in Unity using C# script
- Implemented animations and interactive elements improving visual feedback
- Linked in-game data structures to visual elements for real-time updates.

Project Commissions – Self-employed

 Game developer & Web developer

- Designed and developed responsive websites for clients focused on user experience.
- Created commissioned game projects using Unity and C#.

PROJECTS

Codehub: Gamified Virtual Classroom for Teaching and Learning Python Programming in Tertiary Education

 Full-stack developer

- Spearheaded the development of a gamified, real-time learning platform as part of an academic project.
- Integrated multimedia communication features and interactive programming games to enhance user learning.
- Built with the MERN stack with Typescript, Colyseus, PeerJS and the Phaser game engine.

BloodFinder

 Full-stack developer

- Developed a service-oriented platform connecting blood donors with individuals in need.
- Built with the Node.js, Express.js, MySQL, and Bootstrap

Inventory System
Project Manager | Full-stack developer

- Designed and developed an inventory management system as part of an Object-Oriented Programming course project
- Tracks and manages inventory levels, orders, and sales efficiently.
- Built with the JavaFX, JDBC and MySQL

PyType
Game Designer | Front-end Developer

- Developed an interactive typing game integrated into the CodeHub system.
- Designed to help users understand Python data types through typing challenges.
- Built with JavaScript, HTML, CSS, and integrated into the CodeHub platform.

Python Warrior
Game Designer | Front-end Developer

- Created an educational coding game that teaches Python through interactive gameplay.
- Players write Python code to navigate levels, defeat enemies, and learn key concepts such as loops, conditionals, and functions.
- Built with JavaScript, jQuery, HTML, CSS, and CodeMirror.

EDUCATIONAL ATTAINMENT

Bachelor of Science in Information Technology
Polytechnic University of the Philippines

2021 - 2025

- Magna Cum Laude

Science, Technology, Engineering and Mathematics
Polytechnic University of the Philippines - SHS

2019 - 2021

- High Honors

ADDITIONAL INFORMATION

- **Languages:** English and Filipino.
- **Interests:** Developing web-based software, offering art commissions, and actively studying Salesforce administration and development.

ACCOUNTS

Github: https://github.com/httparch

Website: https://web-portfolio-eight-ecru.vercel.app/

LinkedIn: linkedin.com/in/archer-shane-bigornia-a40b75291/

Trailhead: https://www.salesforce.com/trailblazer/nifmlyi6sfp72331he