SEBASTIEN **OLIVEROS**

JUNIOR WEB DEVELOPER

oliveros.sebastiencarl@gmail.com +63 976 209 8664 Laguna, Philippines

Portfolio sebastiencarl httpsbz

Skills

Tools

Figma, Illustrator, Photoshop, Canva, Microsoft Office Suite

Design

Design System, User Flows, Design Thinking, Presentation, Photography, Illustrations

Coding Languages

HTML/CSS/JavaScript, Node.js, Next.js, SQL, React JS, React Native

Education

Colegio de San Juan de Letran
BS in Information Technology (2021-2025)

Certifications

Device Configuration and Management

Innovating with Google Cloud AI

Databases

HTML and CSS

Achivements

- Self-learned and applied frameworks and tools such as React, Framer Motion, and Git in personal and academic projects.
- Designed responsive and modern user interfaces using Figma, Photoshop, and front-end technologies to ensure a clean and intuitive user experience in all projects.
- Took full responsibility in building real-world systems from scratch during internship and capstone without external developer assistance.

Languages

- Filipino - Native
- English - Expert

Profile Summary

A motivated, adaptable, and meticulous recentgraduate with a strong interestin software development, design, and management is looking for an entry-level job.

Experience

Work Immersion at **Yazaki Torres Mfnc. Inc.** 2019

- Managed fingerprint systems, attendance, paperwork, and basic C++ coding.

Full Stack Developer at **Colegio de San Juan de Letran | FMGSD** 2025

- Independently developed a full-stack web application, together with one partner, to streamline FMGSD's internal operations based on client requirements.
- Created modules for handling maintenance requests, asset monitoring, and report generation to support the department's daily workflows.
- Built the system from the ground up using HTML, CSS, JavaScript, PHP, and MySQL, ensuring both functionality and usability.
- Designed responsive, user-friendly interfaces and implemented complete CRUD functionalities across all key features.
- Worked directly with the FMGSD team to gather requirements, iterate on feedback, and deploy the finished system for daily operational use.
- Delivered a fully functional, real-world system that addressed specific administrative and facilities management needs within the institution.

Academic Projects

りんな API PROJECT 2.0 2024

- This project utilizes an internal Rinna API provided by our school, designed to offer AI-powered text processing capabilities such as automatic tagging, summarization, and contextual analysis. Our goal was to create a simple and functional web-based tool that allows users to input raw text and receive intelligent feedback using the API.

Geosphere 2025

- GeoSphere is a mobile learning application designed to enhance the understanding of geology, specifically Plate Tectonics, for Grade 10 students. The app uses gamification, interactive content, and augmented reality (AR) to make learning more engaging, visual, and self-paced.

EHS Self-Paced Learning System 2025

- The EHS Self-Paced Learning System is a desktop-based application designed to support the Environmental Health and Safety (EHS) program by providing a structured platform for client training and assessment. The system allows administrators to create and manage learning materials, monitor participant progress, and gather feedback through interactive surveys.