




FIONA YVONNE GUZMAN

ASPIRING WEB DEVELOPER



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 Bacoor City, Cavite

SKILLS

Technical Skills

- Languages: C#, Java
- Front-End: CSS, HTML, SCSS, Vue 3
- Back-End: Django, MySQL, PHP
- Tools: CapCut, Git, Photoshop, VS Code
- Design & Editing: Canva, CapCut, Inkscape

Soft Skills

- Problem-Solving: Analytical and detail-oriented
- Adaptable & Quick Learner: Open to new tools and frameworks
- Team Collaboration: Effective in team-based projects
- Good Listener: Attentive to feedback and team input

EDUCATION

CAVITE STATE UNIVERSITY

BS in Computer Science | 2022 – Present

SHS IN SAN NICHOLAS III, BACOR CITY

Senior High School (CSS) | 2020 – 2022

BACOR NATIONAL HIGH SCHOOL - VILLA MARIA ANNEX

Junior High School | 2017 – 2020

PROFILE

Yvonne is a 3rd-year Computer Science student at Cavite State University, aspiring web developer, and video editor. She enjoys building websites and applications while refining her video editing skills. Always eager to learn, she's focused on improving her skills and exploring new areas of tech.

PROJECTS

STUDENT INFORMATION SYSTEM

Project | Cavite State University

Developed a web-based system for managing student records, grades, and course registration.

Role: Back-End Developer

- Designed the database, integrated back-end with Java, and implemented user authentication.

MOBILECOMMERCE

Project | Cavite State University

Developed a desktop-based point-of-sale (POS) system for effortless and streamlined shopping transactions.

Role: Full Stack Developer

- Handled both front-end (JavaFX/Swing) and back-end (Java & MySQL) development.

CAPPYFLAPPY

Project | Cavite State University

Developed a 2D endless runner game where players control a character to avoid dynamic obstacles and survive as long as possible.

Role: Full Stack Developer

- Programmed core mechanics using GDScript in Godot Engine. Designed custom sprites with Inkscape, edited sound effects in Audacity, and created a gameplay trailer using CapCut for presentation.