

CHRISTIAN SERRANO

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Technical Skills

Programming Languages: HTML/CSS, Java, JavaScript, GDScript, C#, C++, PHP, Dart

Frameworks: React, JavaFX, Express.js, Flutter

Tools: Git, GitHub, VS Code, XAMPP, Node.js, Figma, Godot Engine

Databases & Cloud Services: MySQL, Firebase, Firestore

Design & Multimedia Tools: Adobe Photoshop, Adobe Illustrator, Adobe Animate, Aseprite

Education

University of Caloocan City – North Caloocan City

Bachelor of Science in Computer Science | 2022 – Present

Young Achievers School of Caloocan Inc. – North Caloocan City

Senior High School – STEM Strand | 2020 – 2022

Projects

Chix Mo Unli | Full Stack Developer | Sep. 2024 - Dec. 2024

A Restaurant Management System built with Flutter and Dart

Tech Stack: Dart, Flutter, Firebase, Android Studio

- Developed a restaurant management system with features including POS, inventory, and calendar-based stock tracking.
- Enabled staff to manage simultaneous orders using digital order tickets, improving kitchen coordination.
- Integrated expense tracking with receipt uploads and sales reporting for daily, weekly, and monthly insights.
- Designed admin-staff user access with permissions for real-time monitoring and record-keeping.

Codestacle | Developer/Asset Creator | Dec 2024 - Apr. 2025

An educational 2D platformer game that teaches programming fundamentals through interactive gameplay

Tech Stack: GDScript, Godot Engine, Aseprite

- Developed a platformer game aimed at introducing core programming concepts to players with no coding background.
- Implemented gameplay mechanics that visualize logic structures like loops, conditions, and variables.
- Designed engaging levels and puzzles to reinforce programming logic in a hands-on, gamified way
- Focused on accessibility and intuitive design to make learning to code fun