CHRISTIAN SERRANO

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Technical Skills

Programming Languages: HTML/CSS, Java, JavaScript, GDScript, C#, C++, PHP, Dart, JavaFX
Frameworks: React, JavaFX, Express.js, Flutter
Tools: Git, GitHub, VS Code, XAMPP, Node.js, Figma, Godot Engine, NetBeans
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

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

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.

Role-Specific POS System | UI Integrator| Sep. 2024 - Dec. 2024
A modular Java OOP-based Point of Sale system for restaurants, built with role-specific access and functionality.
Tech Stack**:** Java, JavaFX, NetBeans, SceneBuilder, MySQL, Figma

- Developed a role-based POS system with distinct interfaces for cashiers, kitchen staff, and managers.
- Implemented order customization with options for size, sugar level, add-ons, and special requests
- Built a kitchen-side interface for order tracking, live status updates, and order history.
- Designed UI in Figma, developed in JavaFX, and integrated backend logic with receipt generation.