

Jan Cyrus M. Villar

San Pedro, Laguna
+63 965 342 7601

jancyrus.villar@gmail.com
github.com/jancyrusm
linkedin.com/in/jancyrusm

Education

Polytechnic University of the Philippines

Bachelor of Science in Computer Engineering
Major in System and Software Development

Oct 2020 – Oct 2024

Sta. Mesa, Manila

Experience

Quality Assurance Analyst Intern

Department of Science and Technology Central Office

Sept 2023 – Feb 2024

Bicutan, Taguig

- Identified and documented software bugs, resulting in improved software quality and bridged communication between QA and development teams.
- Developed and executed comprehensive test plans and test cases, ensuring thorough manual software testing and reducing the risk of bugs reaching production.
- Wrote basic test automation scripts using Selenium and Python, increasing testing efficiency and coverage.

ICT Department Intern

Comglasco Aguila Glass

Sept 2022 – Oct 2022

San Martin de Porres, Parañaque

- Installed and configured computer systems and network devices, enabling seamless company operations and connectivity.
- Provided troubleshooting and technical support, utilizing AnyDesk for remote assistance and minimizing downtime.
- Assisted in managing IT asset inventory, contributing to accurate record-keeping and efficient resource allocation.

Admin Department Intern

Master Coating Industrial Technology, Inc.

Nov 2019 – Dec 2019

Biñan, Laguna

- Maintained company database, ensuring data accuracy and integrity.
- Digitized documents through data entry, improving accessibility and streamlining information retrieval.
- Supported various departments with clerical tasks, enhancing efficiency and productivity.

Projects

LaundroFill

HTML, CSS, JS, Node.js, C++

- Led the embedded system development and microcontroller programming of an IoT-based liquid detergent dispensing machine based on Arduino and Raspberry Pi.
- Designed and implemented the dispensing algorithm using C++.
- Utilized Figma for UI/UX design, Git for version control, and Node.js for server-side development.

Las Felipinas Chronicles

C#, Unity

- Led the development of Las Felipinas Chronicles, a historical detective game utilizing Unity for game engine, C# for scripting, and Asset Store resources for efficient development.
- Created game specifications and operating instructions.

Chroma

C#, Unity

- Designed and developed a 2D adventure-fighting platformer RPG using C# and Unity.
- Implemented a complex state machine in Chroma to manage character interactions and game progression.
- Maintained and updated gameplay features.

Skills

Programming:

C#, C++, Python, JavaScript

Web Development:

HTML5, CSS3, ES6, Node.js, Bootstrap, Firebase

Software & Tools:

Git, GitHub, Figma, Selenium, Arduino, AnyDesk, Unity

Awards and Scholarships

DOST-SEI S&T Undergraduate Scholar

2020 - 2024

RA 7687 Scholarship Recipient