

Jan Cyrus M. Villar

San Pedro, Laguna

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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

Sept 2023 – Feb 2024

Department of Science and Technology Central Office

Bicutan, Taguig

- Identified and documented software defects, improving product quality and streamlining QA and dev team communication.
- Developed and executed test plans and test cases, ensuring thorough manual software testing and reducing risk of bugs in production.
- Wrote basic test automation scripts using Selenium and Python, increasing testing efficiency and coverage.

ICT Department Intern

Sept 2022 – Oct 2022

Comglasco Aguila Glass

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 down-time.
- Assisted in managing IT asset inventory, contributing to accurate record-keeping and efficient resource allocation.

Admin Department Intern

Nov 2019 – Dec 2019

Master Coating Industrial Technology, Inc.

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 development of an IoT-based liquid detergent dispensing machine.
- Designed and implemented the dispensing algorithm using Arduino and C++.
- Created the user interface using Figma, HTML, CSS, and JavaScript.

Las Filipinas Chronicles

C#, Unity

- Collaborated with game designers to design and develop a "4 Pics 1 Word" detective game remake, highlighting Philippine history and culture.
- Created game specifications and operating instructions.

Chroma

C#, Unity

- Designed and developed a 2D game for an adventure-fighting platformer RPG using C# and Unity.
- Conducted testing and debugging to ensure smooth gameplay.
- Maintained and updated gameplay features.

Skills

Programming Languages:

C#, C++, Python, JavaScript

Development Languages:

HTML, CSS, JavaScript, 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