



JHON BIANCENT RECEDE

Full-stack Web Developer | Game Developer | UI/UX Designer

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ABOUT ME

I am an aspiring web, game and mobile app developer with a strong interest in developing my skills in the IT field. I love turning ideas into interactive experiences through coding, UI/UX design, or creative problem-solving. I've gained foundational skills in coding, software development, and critical problem solving, and I enjoy collaborating with others to solve problems and deliver results. I take initiative, learn fast, and stay adaptable in fast-paced environments. I aim to join an organization where I can add value while growing my professional skills and knowledge.

EDUCATION

2022-2026	Bachelor of Science in Information Technology
West Visayas State University	
2016 - 2022	Special Program in Science Technology and Engineering STEM (Science, Technology, Engineering and Mathematics)
Oton National High School	

PROJECT EXPERIENCES

Digital Twin Flood Simulation & Monitoring	Unity Game Engine, C#, Supabase, Flutter, Blender, QGIS <ul style="list-style-type: none">• Head Desktop Software Developer• Developed and coded the core flood simulation logic and terrain integration• Oversaw feature development, testing, and technical direction of the project• is a flood simulation and visualization system designed to model river-based flooding using terrain elevation data, enabling clearer analysis of water behavior, spread, and impact in affected areas.
Nihon Trails	Next.js, Typescript, Node.js, Openstreetmap & Serper.dev API <ul style="list-style-type: none">• Full-stack Developer• Front-end designer and backend developer• is a web-based travel planning tool for tourists preparing to explore Japan. Highlights scenic destinations, notable tourist attractions, and thoughtfully curated itineraries .
Cosplay Conex	Java & MySQL <ul style="list-style-type: none">• Full-stack Developer• e-commerce application that enables sellers to list and manage cosplay products, while buyers can browse items, add them to a shopping cart, and complete purchases
Resort Reservation System	Next.js, Flutter, and Supabase <ul style="list-style-type: none">• Front-end Developer of the website & back-end developer for the mobile app• Collaborated and helped develop the website for the admins and mobile app for customers• is designed with both a web and mobile application to streamline the reservation process. Administrators manage bookings and operations through the website, while customers conveniently reserve slots using the mobile app.
MyHomie: Boarding House Listing App	Maps API, Flutter, and Supabase <ul style="list-style-type: none">• Mobile App developer• back-end and front-end developer• is a boarding house listing and locator designed for students and individuals seeking a suitable place to stay. The platform simplifies discovering, comparing, and booking boarding houses with ease

SKILLS

- Web Development
- Fullstack Development
- Game Development
- UI/UX Design
- Database Management
- Version Control
- Cisco Networking
- Mobile App Development