



JHON BIANCENT RECEDE

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



09469796509



jhonbiancent06@gmail.com



<https://recede-portfolio.vercel.app>

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

West Visayas State University

2016 - 2022

Oton National High School

Bachelor of Science in Information Technology

**Special Program in Science Technology and Engineering
STEM (Science, Technology, Engineering and Mathematics)**

PROJECT EXPERIENCES

Digital Twin Flood Simulation & Monitoring

Unity Game Engine, C#, Supabase, Flutter, Blender, QGIS

- **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

- **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

- **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

- **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

- **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

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