

# John Lester Escarlan

📍 Cebu City, Philippines    ✉ [jlescarlan11@gmail.com](mailto:jlescarlan11@gmail.com)    📞 +6399 5712 8195  
🌐 [linkedin.com/in/john-lester-escarlan](https://www.linkedin.com/in/john-lester-escarlan)    🐙 [github.com/jlescarlan11](https://github.com/jlescarlan11)

## ABOUT ME

---

I am a Mathematics Major at the University of the Philippines with a strong passion for building web applications. I have developed projects including a product website, an interactive memory game, and a digital book library. By leveraging technologies such as React, Vite, Tailwind CSS, HTML, and JavaScript, along with Python, C, and C++, I create user-friendly solutions. My academic background in data structures, computation theory, and databases supports my technical expertise and problem-solving abilities.

## TECHNICAL SKILLS

---

- **Programming Languages:** Demonstrated proficiency in Python, C, C++, JavaScript, and TypeScript through multiple academic and personal projects.
- **Database Management:** Utilized MySQL and PostgreSQL to design and manage relational databases for project implementations.
- **Frameworks & Tools:** Engineered web applications using React, Vite, and Tailwind CSS to deliver responsive designs and seamless user experiences.
- **Markup & Styling:** Developed structured and visually appealing web pages using HTML and CSS.
- **Core Concepts:** Mastered data structures, algorithms, object-oriented programming, and web development fundamentals through course and practical applications.

## PROJECTS

---

### Nutcha Bites

2025

**Overview:** Engineered a product website that replicates the experience of a genuine shopping application.

- **Developed** a responsive website using React, Vite, Tailwind CSS, and TypeScript.
- **Implemented** end-to-end product display and navigation to complement a business proposal.
- **Showcased** the live project at: [nutcha-bites.vercel.app](https://nutcha-bites.vercel.app)

### Memory Game

2024

**Overview:** Created an interactive memory game that challenges users by shuffling cards randomly.

- **Developed** game logic and user interface components using React and Vite.
- **Implemented** dynamic card shuffling and responsive design to enhance user engagement.
- **Showcased** the project live at: [pokemon-memory-game-olive.vercel.app](https://pokemon-memory-game-olive.vercel.app)

### Book Library

2024

**Overview:** Built a digital book library to manage and display a collection of books locally.

- **Developed** a user-friendly interface using HTML, CSS, and JavaScript.
- **Implemented** functionalities to add, view, delete, and update for books efficiently.
- **Showcased** the project at: [jlescarlan11.github.io/book-library](https://jlescarlan11.github.io/book-library)

## EDUCATION

---

**Bachelor of Science in Mathematics**

2022 – Present

University of the Philippines

- **Completed** related course in Data Structures, Computation Theory, and File Processing and Database Systems.

## CERTIFICATIONS & AWARDS

---

- **Earned** Graduation with Honors (2020)
- **Received** Best in Mathematics, and Statistics and Probability (2021)
- **Awarded** College Scholar (2022–2023)
- **Awarded** University Scholar (2023)
- **Recognized** as DOST JLSS Scholar (2024)