JORENCE MENDOZA

WEB & GAME DEVELOPER

Sampaga, San Antonio, Quezon | jorencemendoza2@gmail.com | jorence-ncxy.vercel.app

Fresh BSIT graduate majoring in Web & Game Development with hands-on experience in building interactive websites and games through academic and personal projects. Skilled in front-end and back-end technologies, game engines, and collaborative development. Passionate about creating engaging digital experiences and continuously learning new technologies.

AREA OF EXPERTISE

Prototyping Tools Interaction Design Accessibility
User Research Visual Design Responsive Design

KEY ACHIEVEMENTS

- **Developed a portfolio of web and game projects**. including a multiplayer browser game and responsive web applications, showcasing proficiency in JavaScript, React, and Unity.
- Earned top marks in Game Development and Web Programming courses. demonstrating strong problem-solving and coding abilities.

ACADEMIC PROJECTS

Full-Stack E-Commerce Web Application (React, Node.js, PostgreSQL

- Built a responsive online shopping platform with secure login and checkout system.
- Developed REST APIs for product management, authentication, and cart features.
- Implemented database schema in MongoDB for products, users, and transactions.

Student Management System (PHP, MySQL, Bootstrap)

- Built a web-based system to manage student records and class enrollment.
- Implemented CRUD (Create, Read, Update, Delete) functionalities for admin users.
- Designed a user-friendly interface with Bootstrap for easy navigation.

EDUCATION

Elementary

Sampaga Elementary School - Graduated: 2015 - 2016

Junior High School

San Antonio National High School - Graduated: 2019 - 2020

Senior High School - Strand (GAS)

San Antonio National High School - Graduated: 2021 - 2022

Bachelor of Science in Information Technology, Major in Web & Game Dev

Pamantasan ng Lungsod ng San Pablo - Graduated: 2025 - 2026

ADDITIONAL INFORMATION

- Languages: English, Filipino.
- Technical Skills: HTML, CSS, JavaScript, React, Node.js, Unity, C#, MySQL