



JAMES ANTHONY PIASTRO

STUDENT

- +639514541584
- jamesanthony.piaastro@hcdc.edu.ph
- <https://github.com/kagam1nonly>
- Davao City, Philippines

EDUCATION

Lapu-Lapu Elementary School

2006 - 2012

MATS High School and Elementary Department

2012 - 2017

University of Mindanao - Matina

(ICT)

2017-2019

Holy Cross of Davao College

Bachelor of Science in Information Technology

Present

SKILLS

- Core Java, Data Structure & Algorithm with Java
- RESTFUL APIs, MySQL, PostgreSQL
- Version Control (Git, GitHub)
- HTML, CSS, JavaScript, Python, C#

PROFILE

Aspiring developer with a strong foundation in Java, game development, and software development. Skilled in Core Java, data structures, RESTful APIs, and front-end technologies. Eager to gain hands-on experience and contribute to real-world projects while strengthening my technical and collaborative skills.

WORK AND PROJECT EXPERIENCE

Online Ordering System (Project)

Full Stack Developer | October 2023 - November 2024

- Designed and developed a full-stack Online Ordering System (Huyuhoy Silogan) from scratch, ensuring a seamless user experience.
- Utilized Django and MySQL to implement robust backend functionality, including stored procedures, triggers, and functions for efficient database management.
- Deployed the application using Heroku, ensuring scalability and accessibility for users.
- Technologies used: HTML, CSS, JavaScript, MySQL, Django

Unlimit Agency

Affiliate Marketing Specialist | June 2023 - Present

- Managed daily outreach efforts to maintain a consistent pipeline of new recruits, contributing to company growth.
- Engaged and recruited potential content creators for a digital platform, driving sign-ups and increasing user engagement.

Cataclysm 3D Game (Project)

- Designed and developed Cataclysm Island, a 3D parkour-style game set in a volcanic island environment, where players complete challenges to escape by helicopter.
- Created the game's map and terrain using Unity's terrain tools and Blender for detailed 3D modeling, ensuring an immersive and visually stunning environment.
- Technologies Used: Unity, Microsoft Visual Studio, Blender, Adobe Photoshop