

# JOHN KENNETH GALAPIA

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## OBJECTIVE

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Aspiring technologist with hands-on experience in front-end and game development, currently learning and aspiring to full-stack development. Seeking an IT OJT opportunity to apply and further develop software skills while contributing to innovative, real-world projects.

## EXPERIENCE

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**Freelance Developer**

2024 – Present

- Developed a mobile augmented reality (AR) application using Unity, delivering immersive interaction with 3D models tailored to client requirements.

## EDUCATION

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**Pamantasan ng Lungsod ng Valenzuela**  
BSIT (Bachelor of Science in Information Technology)

2022 - 2026

Expected Graduation 2026

## PROJECTS

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**BiomolecularAR**

- Developed an AR tool using Unity, C#, and Blender for Android devices, designed to enhance biomolecule education through interactive 3D visualizations. It utilizes QR code images to serve 3D food and biomolecule models, along with their corresponding information, with gesture-based interaction (pinching, swiping, tapping), supporting both offline and online use for engaging learning.

## SKILLS

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Prototyping Tools Interaction Design	Visual Design Accessibility	Responsive Design
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## TECHNICAL SKILLS

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Programming Languages	Java, C#, JavaScript
Game Development	Unity
Mobile & App Development	Android Studio, Ionic+Angular
Front-End Development	HTML/CSS, React, TypeScript
Multimedia Tools	Blender, Photoshop, Canva, CapCut, Premiere Pro, Illustrator, After Effects
Office & Workflow	Microsoft Office, Google Workspace

## CHARACTER REFERENCE

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**Mr. Patrick Luis Francisco**  
Information Technology Department Assistant Professor  
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