

JOHN KENNETH GALAPIA

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OBJECTIVE

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

Freelance Developer

2024 – Present

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

EDUCATION

Pamantasan ng Lungsod ng Valenzuela

2022 - 2026

BSIT (Bachelor of Science in Information Technology)

Expected Graduation 2026

PROJECTS

BiomoleculAR

- 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

Prototyping Tools
Interaction Design

Visual Design
Accessibility

Responsive Design

TECHNICAL SKILLS

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

Mr. Patrick Luis Francisco

Information Technology Department Assistant Professor

Pamantasan ng Lungsod ng Valenzuela

Tongco St. Maysan, Valenzuela City

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