



LLOYD SCOTT A. CABIDO

Aspiring Programmer

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Cebu City, Cebu, Philippines

OBJECTIVE

Driven and detail-oriented BSIT student with hands-on experience in Python, Java, JavaScript, HTML, and CSS. Seeking an On-the-Job Training (OJT) position in a tech-focused organization where I can contribute to real-world projects in software or web development. Eager to apply coding skills, enhance my technical knowledge, and collaborate within a team-oriented, innovative environment.

EDUCATION

- **Bachelor of Science in Information Technology**
Cebu Institute of Technology – University | Natalio B. Bacalso Ave, Cebu City, 6000 Cebu
2021 – Present
- **Senior High School**
Tisa National High School, Francisco Llamas St., Cebu City
Track: TVL – Information and Communication Technology
2019 – 2021
- **Junior High School**
Tisa National High School, Francisco Llamas St., Cebu City
2015 – 2019
- **Elementary School**
Tisa II Elementary School, Francisco Llamas St., Cebu City
2009 – 2015

SKILLS

- Programming Languages & Web Technologies:
 - Python, Java, JavaScript, HTML, CSS – Basic skills in creating websites and simple applications
 - SQL, Spring Boot – Can write basic database queries and build backend features
 - REST APIs, OOP – Understands how to connect apps to online services and apply object-oriented programming
- Computer Hardware & IT Support:
 - PC Assembly & Disassembly – Can build, upgrade, or take apart desktop computers
 - Basic Troubleshooting – Able to find and fix common computer problems
 - Peripheral Setup – Can install and connect devices like printers, keyboards, and routers
 - System Setup – Knows how to install operating systems, change BIOS settings, and format drives
- Tools & Software:
 - Visual Studio Code, IntelliJ IDEA – Used for writing and testing code
 - Microsoft Office (Word, Excel, PowerPoint, Teams) – Good at using Office tools for documents, reports, and teamwork

- Git – Knows how to track and manage code changes using Git and GitHub
- **Soft Skills:**
 - Quick to learn – Picks up new tools and tasks fast
 - Good problem-solver – Can think clearly to solve tech issues
 - Detail-oriented – Pays attention to small things in both code and hardware
 - Team player – Works well with others and shares ideas clearly
 - Flexible and motivated – Open to learning new things and working in different roles

PROJECTS

➤ **Van Rental Management System**

January 15, 2024 – March 8, 2024

Tools Used: Django (Python), MySQL, PayPal Sandbox API

- Developed a full-stack web application to streamline van rental services for both admins and customers
- Created a responsive, user-friendly interface with Django templating
- Admin features: add, update, delete van listings; manage customer bookings
- Customer features: view available vans, add to cart, confirm bookings, and make payments using PayPal Sandbox integration
- Ensured smooth database interaction using Django ORM and secure payment flow through API testing

➤ **E-Classroom Management System**

February 12, 2024 – July 29, 2024

Tools Used: Django (Python), MySQL

- Designed and implemented a web-based e-learning system for classroom management and collaboration
- Teachers can generate classes using UUID codes, manage rosters, post assignments, and provide feedback
- Students can join classes, access announcements, and submit assignments
- Added features: assignment scoring, announcement board, teacher-student feedback system
- Focused on real-time content display using Django views and templates, with secure role-based access

➤ **Car Rental Management System**

January 15, 2025 – March 13, 2025

Tools Used: Java, JavaScript, MySQL, PayPal Sandbox API, VS Code, IntelliJ IDEA

- Designed and developed a web-based system for managing car rentals with admin and customer modules
- Built and maintained backend logic to handle bookings, user authentication, and transaction flows
- Designed and structured the MySQL database to support user profiles, vehicle listings, and rental history
- Created CRUD operations for admins to manage car data, monitor bookings, and update availability
- Integrated PayPal Sandbox API to simulate real-time online payments
- Ensured secure and organized data handling with clean, modular code using Java
- Worked collaboratively with the frontend team to connect backend functionality with user-facing interfaces

➤ **Capstone Project: VocabVenture – A Gamified Learning Platform**

February 10, 2025 – July 25, 2025

Tools Used: IntelliJ IDEA, VS Code, Java, JavaScript, API Integration, MySQL

- Developed a story-based, gamified learning platform designed to enhance spelling and vocabulary retention for Grade 7 students
- Contributed as the backend game developer, specifically building the “4 Pics 1 Word” game module to reinforce word recognition and spelling patterns
- Implemented backend logic and word-matching algorithms using Java, ensuring smooth game progression and real-time feedback
- Collaborated with the team to connect frontend game screens with backend APIs and track player performance
- Integrated educational goals into gameplay mechanics to increase student engagement and retention