SHAINE CARLA P. MACATANGAY

BS Computer Science – 3rd Year
Laguna State Polytechnic University – Santa Crus Campus

CONTACT

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📍 GSIS Subdv, Brgy.Binan,Pag.,Lag.

TECHNICAL SKILLS

- UI/UX Design: Prototyping and wireframing
- 3D Design: 3D modeling with Blender
- Front-End Development: HTML, CSS
- System Design: Flowchart creation

SOFT SKILLS

- Effective Communication
- Teamwork
- Time Management
- Problem Solving
- Creativity

ABOUT ME

Computer Science student , specializing in UI/UX design and creative technology. Skilled in creating user-focused designs and intuitive interfaces using tools such as Figma and Blender. Equipped with a foundation in front-end development and system design, with a focus on delivering solutions that combine functionality with visual appeal.

PROFILE

Name: Shaine Carla P. Macatangay
Birthdate: October 02, 2004
Address: GSIS Subdv., Brgy.Binan, Pagsanjan, Laguna
Nationality: Filipino
Religion: Aglipayan

EDUCATION

Laguna State Polytechnic University - Santa Cruz Campus — 2023 - Present
Bachelor of Science in Computer Science

Laguna Senior Highschool — 2021 - 2023
Science, Technology, Engineering and Mathematics (STEM) Strand
Constant Honor Student
Graduated with High Honors

Pedro Guevara Memorial National High School — 2017 - 2021
Constant Honor Student
Graduated with High Honors

Caesar Z. Lanuza Elementary School — 2011 - 2017
Constant Honor Student
Graduated with Honors

PROJECTS

(Academic Projects)

Athens Bookshop

A bookstore website built using HTML, CSS, and JS.

Findify App

A complete e-commerce mobile application for wooden furnitures, including cart, wishlist, and checkout functionalities.

Open World Krusty Krab

Developed an open-world Krusty Krab scene in Blender, showcasing 3D modeling, texturing, and environment design.

CAREER GOALS

Aspires to become a proficient front-end developer specializing in the creation of modern, responsive, and user-friendly interfaces, while continuously advancing expertise in UI/UX design and prototyping.

HOBBIES AND INTERESTS

Reading literature (novels, manga, manhwa); exploring design concepts.