JOHN ZEL D. DE GUZMAN

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f John Zel De Guzman

A passionate IT student with a strong passion for technology and programming. Since Grade 6, I have been interested in exploring and manipulate mobile systems, which led me to pursue a career in Information Technology. and highly adaptable to new tools and technologies, and currently focused on developing games using Unity 2D and Unreal Engine. I am eager to continue expanding my knowledge and skills across all areas of IT.

EDUCATION:

Pamantasan ng Lungsod ng Valenzuela   2022 – Present
Bachelor of Science in Information Technology
Valenzuela City, Metro Manila

SKILLS:

Programming Languages

C#, Java, SQL, HTML/CSS, JavaScript

Development Frameworks

Unity Game Engine, Unreal Engine, Visual Studio, Database Management Systems, XAMPP, Laravel ,

Web Development

Laravel Framework, Frontend Development, Backend Development, Database Integration

Mobile Development

Ionic Framework, Cross-platform Development

Technical Support

Computer Troubleshooting, Hardware/Software Support , Custom ROM Flashing / Android prop tweaks

Database Management

MySQL, Firebase

SEMINARS:

Scrum 101: The Introudction
Mr. John Frederick Marquez, MIT
APRIL 20, 2024

Fortifying the Future: Navigating the Landscape of CyberSecurity Essentials
Mr. Mark Lester Dampios, MIT
APRIL 24, 2024

Data Privacy
Mr. Christian Rempillo
APRIL 20, 2024

IT Developer Life Hacks
Mr. Mark Joseph Custodio
APRIL 25, 2024

Unlocking Innovation: Navigating Digital Transformation in Today's Landscape
Dr. Maria Amelia Damian
APRIL 26, 2024

RELEVANT EXPERIENCE & PROJECTS:

Deadlock Duel: December - 2024
Table top Game – Unity 2d platform
Developed a tabletop-inspired 2D game using Unity. Designed for strategic multiplayer gameplay, combining physical card mechanics with digital features for an engaging hybrid experience.

PLVits Election System: Nov - 2024
Online Voting Platform – PHP, MySQL, XAMPP
Created and deployed an online voting platform for PLV students and org, featuring secure login authentication, digital vote submission, and live result tracking through a web hosting service.

Koleksyon: May - 2024
E-commerce Website for Figurine Shop – PHP, MySQL, XAMPP
Developed a complete e-commerce website using PHP and MySQL, hosted on a public server. Integrated key features such as product catalogs, shopping cart functionality, and a secure checkout process.

Capstone Project: 2025 – Present
Growbrain - Cognitive Rehabilitation & Assistive Game – Unity 6, PHP, Firebase
An educational Android game designed for students with mild cognitive impairments at Malinta Elementary School. Developed using Unity 6 for interactive gameplay, with PHP handling backend operations and Firebase enabling real-time data management and user monitoring.

CHARACTER REFERENCES:

Kenmar Bernardino
Department Chairperson, PLV-IT Department

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Adonis Oliver C. Macedonio
National TVET Trainer

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