Mandy S. Llagas

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Mandy Llagas • ⏏ msllagas

TECHNICAL SKILLS

Programming Languages:	Java, C#, JavaScript, SQL
Web Development:	HTML, CSS, React, Bootstrap
Mobile Development:	React Native
Databases:	MySQL, SQLite, Firebase
Tools and Technologies:	Git, Unity, Figma

EXPERIENCE

LexMeet, Inc.
Mobile App Developer Intern   September 2022 - October 2022

- Engaged in 250 hours of mobile application development, following guidelines
- Designed and developed responsive mobile applications
- Participated in all development stages with other developers
- Worked with Quality Assurance team to ensure the performance quality of applications

PROJECTS

Contact Tracing Form   msllagas/tracing-form

- Designed and developed a contact tracing form using Java, featuring a centralized window that allows visitors to easily select and fill out the appropriate form based on their role
- Implemented a user-friendly interface using Scene Builder, enabling seamless selection and completion of the relevant form
- Integrated MySQL database to securely store and manage the collected data

Invoice System   msllagas/invoicesystem

- Developed garments shop invoice system using Java and MySQL, enabling efficient management of sales transactions, stock availability, and payment methods
- Implemented stock tracking functionality to validate product availability during the checkout process

Atlas Bookstore Tracking App   msllagas/Atlas

- Developed Atlas Bookstore management application using Windows Presentation Foundation (WPF) in C#, featuring an intuitive user interface and efficient product tracking capabilities
- Utilized SQLite as the database to securely store and manage the inventory of Atlas Bookstore, enabling seamless data retrieval and updates
- Implemented key features such as inventory management, product categorization, and sales tracking

FloWord (Thesis)   msllagas/hangman_v1-feeback

- Developed a word guessing game using Unity and C#, incorporating fuzzy logic to assess the motivation level of players in learning English
- Utilized Firebase's Realtime Database for storing player's real-time data, and Firebase's Messaging to send push notifications
- Designed the overall game layout and assets using Figma
- Animated all game assets, including objects, and user interface elements, using Unity's animations system

EDUCATION

Polytechnic University of the Philippines   Sta. Mesa, Manila
BS Computer Science   June 2019 - September 2023