NEIL RAPHAEL M. RAMOS

12 Lamp Street, Meralco Village, Lias, Marilao, Bulacan 3019 | +63 905 424 9262 |
neilraphael.ramos4@gmail.com | github.com/neilraphaelramos

PROFESSIONAL SUMMARY

Motivated IT student and PC enthusiast with hands-on experience in computer building, troubleshooting, OS installation, basic network configuration, and intermediate programming. A skilled in Photoshop and Blender 3D modeling. Fast learner with a strong commitment to self-development and continuous improvement.

SKILLS

- **Programming & Development:** Java, JavaScript, PHP, SQL, HTML, CSS

- **Game Development (Self-Taught):** Godot Engine, GDScript

- **Databases:** Firebase, MySQL

- **Version Control:** Git, GitHub

- **Tools & Software:** Adobe Photoshop, Blender (3D), Microsoft Office (Word, Excel, PowerPoint)

- **IT & Systems:** Computer Assembly, Computer Technician, OS Installation, Networking Hardware Setup

- **Soft Skills:** Communication, Team Collaboration, Adaptability, Time Management

PROJECTS

1. **Capstone Project: PawCare**

   (Jan 2025 – Present)
   Full-Stack Developer (Initially Backend Developer)

   - Started as Backend Developer, later expanded responsibilities to Full-Stack Development

   - Developed a full-stack web application using React JS and REST APIs

   - Designed and implemented backend services, API endpoints, and database integration

   - Integrated PayMongo payment gateway to handle secure online transactions

   - Used Git and GitHub for version control, collaboration, and code management

   - Deployed the application using Vercel (frontend) and Render (backend)

2. **Game Development (The Adventure Worlds)**

   (Sept 2025 – Present)
   Game Developer (Self-Taught)

   - Developing a 2D/3D adventure game using Godot Engine and GDScript

   - Implementing collision detection, physics, and input systems

   - Designing game scenes, UI elements, and interactions using Godot's node-based architecture

   - Creating characters and maps in Blender (3D) and importing assets into Godot

3. **React JS Movie Website**

(Jul 2024 – Dec 2024)
Full-Stack Developer

- Built a responsive movie web application using React JS

- Integrated TMDB API to fetch and display dynamic movie data

- Implemented search and filtering features for improved user experience

EXPERIENCE

SHS Work Immersion – Creotec Company (Feb 2021)

- Developed a payroll calculator using MIT App Inventor

- Conducted testing, debugging, and collaborated with the development team

Capstone Project – PawCare (Jan 2025 – Present)

- Full-stack development: backend & frontend using React JS and REST APIs

- Integrated PayMongo for secure payments; used Git/GitHub for version control

- Deployed application via Vercel (frontend) and Render (backend)

Game Development – The Adventure Worlds (Sept 2025 – Present)
- Developed 2D/3D adventure game using Godot Engine and GDScript

- Designed game scenes, UI, and interactions; implemented collision detection & physics

- Created 3D assets in Blender and imported into Godot

React JS Movie Website (Jul 2024 – Dec 2024)
- Built responsive movie web application using React JS and TMDB API

- Implemented search/filtering features and handled frontend/backend integration

EDUCATION

- **Dr. Yanga Colleges, Inc.**
  - (2022 – Present) – Bachelor of Science in Information Technology

- **St. Michael Academy of Meycauayan, Inc.**
  - (2020 – 2022) – Senior High School (Grades 11–12)
  - (2016 – 2020) Junior High School (Grades 7–10)

- **Escuela Familia De Montessori, Inc.**
  - (2010 – 2016) – Primary School (Grades 1–6)

CERTIFICATIONS

- **Java Programming | Certificate of Completion** – Oracle (May 2023)

- **Introduction to CSS | Certificate of Completion** – TESDA (Jul 2023)

- **Installing & Configuring Computer Systems** | Certificate of Completion– TESDA (Jun 2023)

- **Setting Up Computer Servers** | Certificate of Completion– TESDA (Oct 2024)

- **Setting Up Computer Networks** | Certificate of Completion– TESDA (Oct 2024)

- **Computer Hardware Basics |** Certificate of Completion – Cisco (Jun 2025)

- **Introduction to Cybersecurity | Certificate of Completion** – Cisco (Dec 2024)

- **Agentblazer Champion Workshop | Completion Certificate** – PCITE & Salesforce (Nov 2025)

TRAININGS & SEMINARS

- **Animation Webinar** – DICT (Nov 2025)

- **Agentblazer Champion Workshop** – PCITE & Salesforce (Oct 2025)

- **4th Regional Cybersecurity Conference** (Oct 2025)

- **Digital Transformation 101: A Webinar Series on Technology Adoption of MSMes –** UP, DILIMAN, QUEZON CITY (Nov 2024)

- **CCS Tech Seminar Series 2025** - DYCI (April 2025)