

# Paul Niño B. Salaan

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With a genuine interest in learning and growth, I am pursuing an Information Technology degree at University of Science and Technology of Southern Philippines – Cagayan de Oro Campus with a focus on system fundamentals and data management. Actively developing technical and analytical skills through coursework and projects. Seeking entry-level opportunities to gain practical experience and further professional growth.

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## SOFT SKILLS

- Collaboration
- Adaptability
- Communication
- Critical Thinking
- Creativity
- Time Management
- Self-Awareness
- Leadership

## HARD SKILLS

- Wireframing, UI/UX, Prototyping
- Responsive Web Design
- Office Applications
- Graphic Design
- Quality Assurance (Unit Test, End-to-end)
- Video Editing

## TECH STACKS

- HTML
  - CSS
  - JavaScript
  - Python
  - MY SQL
  - React JS
  - C++
  - GitHub
  - Figma
  - Canva
  - Affinity
  - Tailwind
  - Affinity
  - Davinci Resolve
  - Microsoft Apps
  - Trello
  - Jamovi
  - Notion
  - Java
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## EXPERIENCES AND INVOLVEMENTS

### AY 2025-2026 (4<sup>th</sup> Year, Current)

- Serves as the systems analyst, leading a five-member team for our capstone project in Capstone 2.
- Designed the UI/UX and developed the front-end of UniClaim, an online web and mobile-based lost and found system for USTP-CDO campus.

### **AY 2024-2025 (3<sup>rd</sup> Year)**

- Serves as the systems analyst, leading a five-member team for our capstone project in Capstone 1.
- Designed the UI/UX and developed the front-end of Interture, an e-commerce mobile application concept for furniture and home interior products.
- Designed the UI/UX of ExerEase, a fitness mobile application that tracks workouts, calories, and progress, with personalized plans and meal support.
- Collaboratively designed the UI/UX and developed the front-end of Affinity, an AI-powered exercise assistant that generates personalized workout and diet plans based on user information and goals.

### **AY 2023-2024 (2<sup>nd</sup> Year)**

- Collaboratively developed the front-end and designed the UI/UX of Interture, an e-commerce web application concept for furniture and home interior products.
- Participated in the creation of Snake Game, a desktop application made using Java.
- Created UI designs for Aeolus and Minispire with Figma, prioritizing intuitive and visually engaging interfaces.

### **AY 2023-2024 (1<sup>st</sup> Year)**

- Developed my first personal website portfolio using HTML and CSS as part of my initial web development experience.
- Began learning programming fundamentals with C++ and explored web development using HTML, CSS, and Bootstrap.

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## **EDUCATION AND ACCOMPLISHMENTS**

### **University of Science and Technology of Southern Philippines (BSIT)**

**2022-Present**

- Dean's List – 3<sup>rd</sup> Year – 2<sup>nd</sup> Semester (A.Y. 2024-2025)
- Dean's List – 2<sup>nd</sup> Year – 2<sup>nd</sup> Semester (A.Y. 2023-2024)

### **Canitoan National High School (TVL-ICT)**

**2020-2022**

- Senior High School Diploma
- Successfully obtained the National Certificate II (NC II) in Computer Systems Servicing.
- With Honor Certificate – Grade 12 (A.Y. 2021-2022)

### **Pagatpat National High School**

**2016-2020**

- Junior High School Diploma
- With Honor Certificate – Grade 10 (A.Y. 2019-2020)