RIZ MARK CORPUZ

FULL STACK DEVELOPER

CONTACT

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SKILLS

- Excellent written and verbal communication.
- A good understanding of UI/UX best practices.
- Well-rounded debugging skills with IDE and DevTools.
- Experienced with Agile and SCRUM.

EDUCATION

Cavite State University - Cavite City Campus

BS in Information Technology
2018 - 2023

- Graduated Cum Laude
- GPA: 3.25/4

LANGUAGES

- JavaScript | ES6
- TypeScript
- CSS | Less | Sass
- HTML | HTL | XML
- Java | Python
- C# | C++

TOOLS AND LIBRARIES

- React
- CodeIgniter4
- jQuery
- Bootstrap
- Visual Studio
- Visual Studio Code

PROFILE

Bachelor of Science in Information Technology graduate with a background in Java application, HTML, CSS, PHP, C#, C++, and MySQL database. Highly analytical, motivated and skilled at solving programming problems. Can work well both independently and in a team.

RELEVANT EXPERIENCE

Freelance

Urban Gardener - Web Developer

- December 2022 - July 2023
- Website created and managed using cutting-edge technology while delivering exceptional customer service and support.
- Personally consult clients with design suggestion and hosting recommendations.
- Create and optimize UI/UX designs to boost overall aesthetics and conversion rates.

Thesis

Ventures ++ - Game Developer

- May 2022 - March 2023
- Created an android application using the programming language C# in Unity Game Engine.
- Worked on major front-end(Image Editing, Photoshop) and back-end(Game Mechanics, Functions) when creating the application to increase overall design and functionalities.
- Assisted in locating and fixing bugs, loophole, and errors in the application as well as in code.

Internship

Personnel Record System - Software Developer

- April 2022 - June 2022
- Successfully lead a team of seven intern programmers to consistently meet and exceed the client satisfaction targets, organized team meetings to discuss goals and objectives, ensured deadlines are met, and provide guidance and mentorship.
- Worked directly with client to implement front-end designs and functionality to optimize the software's design.
- Worked on compiling and cleaning the code, as well as resolving bugs and errors, to guarantee that the software program is in good working order when provided to the client.