



ABOUT ME

I am a detail-oriented professional focused on building clear, functional, and user-centered digital solutions. I work with structured workflows, clean layouts, and practical implementation to ensure reliability, usability, and consistency across projects.

I value clarity, organization, and continuous improvement, and I approach tasks with a strong sense of responsibility and attention to detail. I adapt quickly to new tools and requirements and work effectively in both independent and collaborative environments.

LINKS

Portfolio

<https://jcrtv-dev.onrender.com/>

Linkedin

<https://www.linkedin.com/in/corales-edgar-jr-506324247/>

HOBBIES

- CODING
- READING
- CHESS

EDGAR CORALES JR.

DESIGNER AND DEVELOPER



Manila, Philippines 1000



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WORK EXPERIENCE

SELF EMPLOYED SAAS Developer

October-
November 2025

REAL STATE EDITOR

January -
November 2025

FREELANCE

July -
November 2025

RPG GAMES

December 2023 - 2024

FULL STACK WEB DEVELOPER

- Designs, develops, and maintains end-to-end SaaS applications independently
- Implements front-end interfaces with responsive and user-friendly layouts
- Develops back-end logic, database management, and API integrations
- Tests, debugs, and optimizes applications for performance and scalability
- Manages all aspects of web application development from concept to deployment

GRAPHIC DESIGNER

- Creates visual content for print and digital media independently
- Designs layouts, brochures, advertisements, and marketing materials
- Edits photos, renders, and graphics to meet professional standards
- Applies color theory, typography, and composition for effective visuals
- Manages all design and editing tasks from concept to final output

UI/ UX DESIGNER

- Designs user interfaces with clear visual hierarchy and intuitive layouts
- Creates interactive prototypes to test and refine user experience
- Applies user-centered design principles to enhance usability and engagement
- Conducts research and gathers feedback to improve design decisions
- Bridges design and development to deliver feasible, consistent solutions.

GAME DEVELOPER

- Designs and programs game mechanics, systems, and interactive experiences
- Develops 2D and 3D game environments, characters, and assets
- Implements gameplay logic using programming languages and game engines
- Tests, debugs, and optimizes games for performance and user experience
- Manages all aspects of game development from concept to final output

EDUCATION

HOLY CHILD I.T. ACADEMY

Philippines

2016

XAVIER UNIVERSITY - Ateneo de Cageyan

Philippines

2013

ICT Multimedia Arts

- Designs and develops digital content using text, graphics, audio, video, and animation
- Applies visual communication principles such as layout, color theory, and typography
- Creates user interfaces and interactive media with a focus on usability
- Produces and edits visual and multimedia assets using standard digital tools
- Follows structured workflows from concept development to final output

Bachelor of Science in Business Administration

- Develops knowledge in management, marketing, finance, and organizational operations
- Applies business principles to planning, decision-making, and problem-solving
- Understands basic accounting, economics, and business analytics
- Practices professional communication and teamwork in business environments
- Applies ethical standards and strategic thinking in organizational contexts

SKILLS

JAVASCRIPT

NODE.JS

C++

POSTGRES

FIGMA

UNREAL ENGINE

LANGUAGES

ENGLISH