



Esthephene Zyrus Castro

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📍 683 Maria Cristina St., Sampaloc, Manila

Career Objective

Motivated and detail-oriented BSIT graduating student with hands-on experience in system design, UI/UX development, and software development gained through on-the-job training and academic projects. Passionate about web development and creating user-friendly digital solutions. Eager to contribute technical skills and innovative thinking to a dynamic IT team while continuing to grow professionally.

Education

● Polytechnic University of the Philippines - Manila

Bachelor of Science in Information Technology (BSIT)
Magna Cum Laude

Expected Graduation: September 2025

Relevant Courses: Web Development, Database Management, Networking, Systems Analysis and Design, Cybersecurity Fundamentals

Technical Skills

- **Programming Languages:** HTML, CSS, JavaScript, PHP, C#
- **Frameworks & Libraries:** Laravel, React.js, Node.js
- **Design Tools:** Figma, Canva, Adobe Photoshop
- **Database Management:** MySQL
- **Networking:** Subnetting, RIP Configuration (Packet Tracer)
- **Others:** Technical Troubleshooting, IT Support, UI/UX Wireframing

Soft Skills

- Strong problem-solving and analytical skills
- Team collaboration and communication
- Adaptability and willingness to learn
- Time management and attention to detail

Leadership

- Class President (2024 - 2025)
- Technical, Events and Activities Management Junior Councilor (2024-2025)
- Class Treasurer (2021 - 2024)
- IBits Head for Funds Generation (2023 - 2024)

Personal Information

- Date of Birth: April 07, 2003
- Civil Status: Single
- Nationality: Filipino

On-the-Job Training (OJT)

Rakso Computer Technology, Inc.

5F Ricogen Building, 112 Aguirre Street, Legaspi Village, Makati City

February - June 2025

- Assist in designing, analyzing, and documenting system workflows, processes, and technical requirements.
- Create flowcharts, diagrams, and architecture maps to visualize system logic and functionality.
- Support UI/UX design by developing wireframes and prototypes for web-based systems.
- Help define system parameters, data structures, and specifications based on project goals.
- Collaborate with developers and internal stakeholders to ensure system feasibility and alignment with user needs.
- Participate in testing and troubleshooting to identify issues and recommend system improvements.
- Prepare and present project documentation and system proposals for internal reviews and client meetings.

Work Experience

Events Staff & Content Creator

PEPPS TV
2024

- Support event operations by managing registration, guests, and on-site activities to ensure smooth program flow.
- Create and publish engaging content by designing promotional materials and capturing event media for online platforms.

Technical Support & Facilitator

PSQUA 28th Annual Convention
2023

- Assisted in setting up, managing, and troubleshooting the iVote++ System to ensure smooth voting operations.

Academic Projects

Capstone Project: "Open World Cybersecurity-based Game"

"Chronobers" is a story-driven, open-world educational game designed to introduce players to the fundamentals of cybersecurity. The game integrates learning into its narrative by presenting missions and mini-games that teach essential concepts such as social engineering, spam identification, and phishing detection.

Role: Second Lead Game Developer and Game Designer

- Designed and implemented core gameplay mechanics using Unity and C#, including character controls, interactive missions, and mini-games.
- Created storyboards and narrative-driven quests to make learning cybersecurity concepts engaging and practical.
- Programmed educational mini-games based on real-world cyber threats to help players develop awareness and problem-solving skills.
- Integrated sound effects (SFX) and fine-tuned controls to improve the overall player experience.
- Collaborated closely with teammates to ensure the game balanced fun gameplay with educational value.