



JESSIE JAMES C. PARAJES

INFORMATION
TECHNOLOGY

CONTACTS INFORMATION

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- linkedin.com/in/jessparajes

PORTFOLIO

- parajes-port.pages.dev
- github.com/jessiejames1234

TECHNICAL SKILLS

- Full Stack Development
- QA and Testing
- UI/UX
- Basic Animation
- Video Editing/Photo Editing
- Basic Networking/Troubleshooting

WORK TOOLS

- Python
- Java
- ReactJS | ReactNative | Typescript
- JavaScript | Node.js | Three JS
- C# | Unity Hub
- PHP | Laravel
- Figma | Canva
- Flutter | hive
- Photo Editing | Video Editing Tools

CORE WORK SKILLS

- Trainability
- Adaptability
- Teamwork & Collaboration
- Critical Thinking
- Problem Solving
- Time Management

PROFILE SUMMARY

I am a fourth-year Information Technology student at PHINMA – Cagayan de Oro College, specializing in System Development. Skilled in software testing and full-stack development, with experience building responsive applications using html, PHP, and JavaScript. Knowledgeable in identifying bugs, troubleshooting issues, validating system functionality, and documenting test results. Also experienced in UI/UX design, video/photo editing using Figma and other editing tools. Brings a detail-oriented and analytical approach to software quality assurance and system development.

EDUCATION AND CERTIFICATIONS

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY

PHINMA Cagayan De Oro College | August 2023 - Present

- Relevant Coursework: Web Development, Game Development & WireFrame.
- Certificate of Completion, HTML Essentials | Networking Academy
- Certificate of Completion, JavaScript Essentials | Networking Academy
- Certificate of Completion, Computer Hardware Basics | Networking Academy
- Certificate of Accomplishment, C# (Basic) | Hackerrank
- Certificate of Completion, Effective Business Websites | HP / Life Global
- Certificate of Completion, Introduction to Cybersecurity Awareness | HP / Life Global
- Certificate of Recognition, Most Innovative Project

RELEVANT EXPERIENCE

WEB DEVELOPER | ACADEMIC TEAM PROJECT

CITE – IT Event Management System | Aug 2026 – Sep 2026

Worked collaboratively with a development team to design and develop a web-based IT Event Management System for managing student events, attendance, and team competitions.

- Developed and implemented the GPS tracking feature that records and displays students' locations on an interactive map during QR code attendance scanning
- Assisted fellow developers in implementing features, troubleshooting issues, and improving the overall functionality and performance of the system
- Helped integrate QR code-based attendance, individual QR codes and automatically record their attendance and scan locations.
- System Administrator While the System are being used by many students

PROJECTS

WEB-BASED TEACHER-ROOM TRACKING SYSTEM WITH REAL-TIME MONITORING AND 3D CLASSROOM VISUALIZATION

Capstone Project | November 2025 - Present

Website | PHP | ReactJS | Mysql | JS | Bootstrap | Git | Blender | Visual Studio | Three JS

Built a web application to automate faculty attendance and replace the manual paper checking process handled by student scholars.

- Created a digital Check-In, Check-Mid and Check-Out system to accurately track teachers even when their class schedules overlap.
- Solved GPS location conflicts in multi story buildings by combining classroom center coordinates with QR code scanning at stairways to verify the exact floor.
- Linked the backend to a real-time dashboard and a 3D classroom visualizer (Three JS) so admins can see room occupancy live

DETENTION BREAK OUT MOBILE & WEBSITE GAME

Paired Project | January 2026 - May 2026

Android | Website | C# | Piskel | Blender | Unity | Visual Studio | Git

Developed a level-based 2D top-down escape game set inside a school building.

- Programmed the core mechanics where two students have to work together to escape the classroom while avoiding AI controlled teachers and monsters.
- Built the game using Unity 6.2 handling sprite animations, scene transitions and making sure it runs smoothly on both Android and web browsers.

BAKESHOP CASHIERING APP

Individual Project | March 15, 2025 - March 21, 2025

Android | Dart | Flutter | Hive | Git | Visual Studio

Developed a mobile application providing streamlined point of sale features to manage daily bakery transactions and track sales performance.

- Features a comprehensive product management system allowing users to add, edit and search for items with custom images and pricing.
- Includes a sales monitoring dashboard
- Built with Flutter and Dart utilizing a local Hive database to ensure fast offline capable data storage and seamless cart processing.

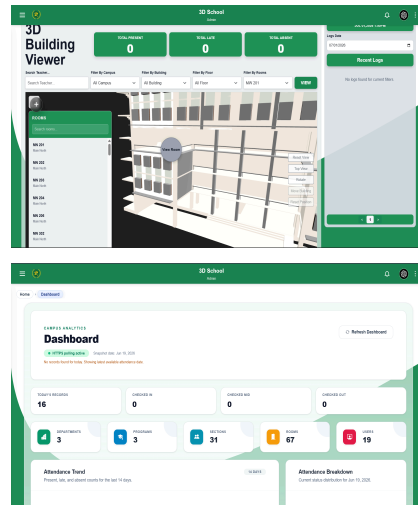
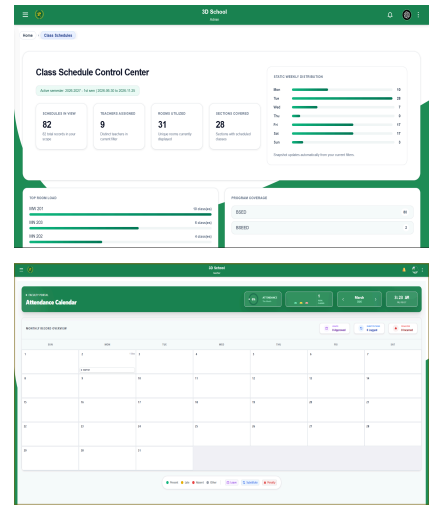
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INFORMATION TECHNOLOGY

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Capstone Project | November 2025 - Present

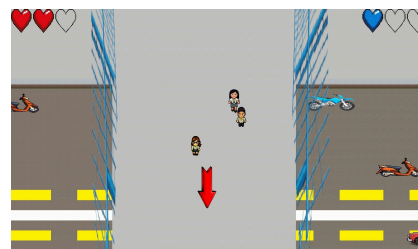
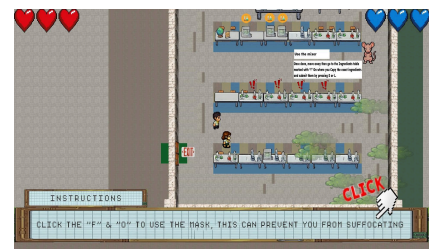
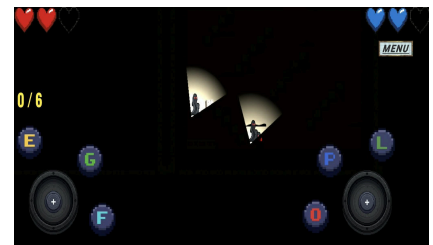
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