

JESSIE JAMES C. PARAJES

INFORMATION TECHNOLOGY PROFESSIONAL

CONTACTS INFORMATION

- +63 906 034 4441
- jessiejamesparajes@gmail.com
- linkedin.com/in/jessie-james-parajes-81b77a2a0

PORTFOLIO

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

TECHNICAL SKILLS

- Front & Back End Development
- Game Development
- Video & Picture Editor
- Basic Networking / Troubleshooting
- UI / UX

WORK TOOLS

- Python
- Java
- HTML | CSS | Bootstrap | Tailwind
- Mysql Xampp / Wamp
- Flutter | Dart | Hive
- React | ReactJS | ReactNative
- Adobe Premiere Pro | Photoshop | After Effects
- C# | Unity Hub
- PHP | JavaScript

CORE WORK SKILLS

- Problem Solving
- Computational Thinking
- Trainability
- Teamwork and collaboration

PROFILE SUMMARY

Versatile Information Technology student blending full-stack web and mobile development with multimedia design. Experienced in building responsive platforms using React, PHP and Flutter. Complements core programming skills with hands on experience in 2D game development using Unity and C# as well as UI/UX and digital asset creation using Figma and Adobe tools. Brings a well rounded problem solving approach to technical projects.

EDUCATION AND CERTIFICATIONS

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PHINMA Cagayan De Oro College | August 2023 - Present

- Specializing in Full Stack Web Development
- Relevant Coursework: Web Development, Network Administration, Game Design & Development.

RELEVANT EXPERIENCE

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 | Figma | Socket io

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.
- Added a request module so teachers can easily ask the Department Admin for schedule changes or the Dean for attendance corrections directly through the system.
- Linked the backend to a real-time dashboard and a 3D classroom visualizer (using WebSockets) 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 that calculates earnings over custom time periods (daily, weekly, monthly) and identifies best selling products.
- Built with Flutter and Dart utilizing a local Hive database to ensure fast offline capable data storage and seamless cart processing.

ACTIVITIES

INDEPENDENT GAME DEVELOPMENT & MULTIMEDIA DESIGN

Self-Directed Learner | January 2026 - Present

- Continuously expanding knowledge in Unity 2D mechanics and C# scripting through independent research and community forums. .
- Creating custom digital assets and editing multimedia using Adobe Photoshop, Illustrator and Premiere Pro.

CAPSTONE PROJECT DEVELOPMENT

Technical Lead | November 2025 - Present

- Led the technical direction of the project rapidly iterating on system features and UI flow based on evaluation feedback from academic panelists.

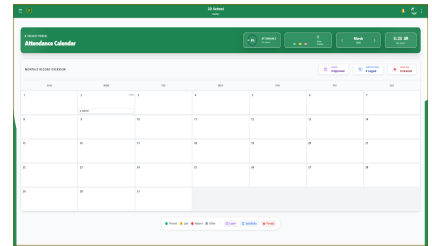
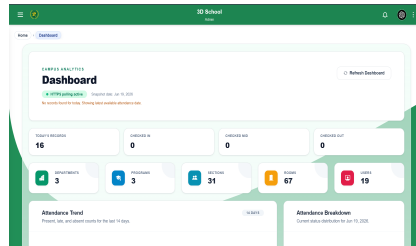
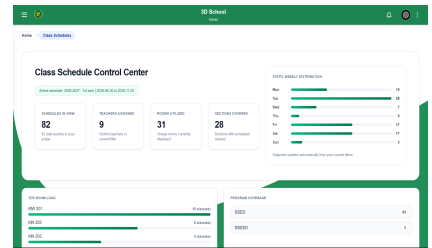
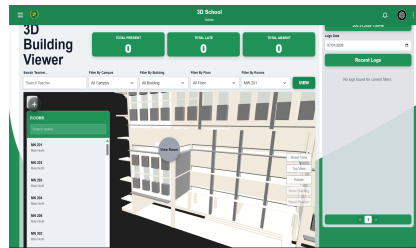
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Capstone Project | November 2025 - Present

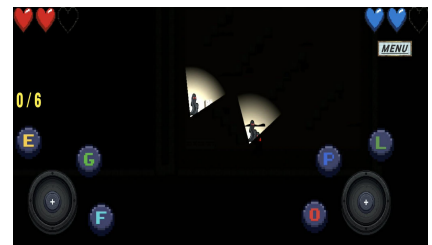
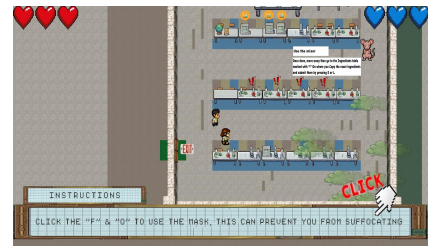
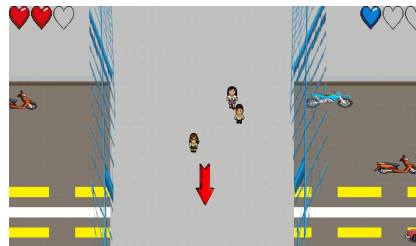
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