# John Dymier Borgonia

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[Portfolio link]

## WORK EXPERIENCE

**CeniXys - Freelance**                                                                       Nov. 2023 - May 2024
*Junior Application Developer*                                                      *Leyte, Philippines - Remote*
- CeniXys is a freelance platform that offers innovative technology solutions. Clients include educational institutions, enterprises, start-up companies, and individuals.
- Responsible for developing Android and iOS applications for clients using Flutter.
  - **Modern Jeepneys:** Assisted in implementing the logic, UI/UX, API integration, and quality assurance.
  - **Barangay Appointment App:** Integrated database management systems for user information storage and quality assurance.
- Assisted in backend development using MySQL and PHP.
- Collaborated remotely with the team to deliver project milestones.

## PROJECTS

**Lightweight Java Engine & Level Editor**                                            May. 2025 - Present
- Architected a custom 2D simulation engine focusing on scalability and data-oriented design, using Java AWT, Java Swing, OpenGL, and OpenAL libraries.
- Developed a level editor using JavaFX to complement the engine, featuring auto-tiling, dynamic object manipulation, and JSON exporting.
- Implemented complex algorithms for events, object serialization (saving/loading), and state management.
- A personal project with another developer to learn how to develop and manage large software projects.
- *Source code available upon request (Private Repository)*

**Notes!**                                                                                        Dec. 2023 - Present
- Windows and Linux notes app developed using the Flutter framework.
- Developed the desktop app to make note-taking quick and straightforward, while being lightweight.
- HiveBox, a lightweight NoSQL key-value database, is the package used to handle storage operations.
- Responsible for the entire build and packaging of the app for both platforms.
- Packaged using InnoCompiler for the Windows ecosystem and Debian dpkg for Debian/Ubuntu.

**OPENit**                                                                                               Nov. 2025
- A desktop automation tool for Windows and Linux (Debian/Ubuntu) that launches apps via a keystroke.
- Built in collaboration with another developer to solve the hassle of manually opening frequently used apps.
- The logic was written in Python and uses the CustomTkinter library for the UI.
- Learned how to use PyInstaller for building Python programs for different operating systems.

**Shamrock**                                                                                      Feb. 2024 - Present
- Visual Studio Code theme inspired by Celtic folklore, featuring a foundation of green and gold palettes.
- Developed to make Visual Studio Code feel more personal.
- Learned how to set up and publish applications/extensions using Microsoft Azure DevOps.

**BBC.io**                                                                                       Jan. 2025 - May. 2025
- A 2D JavaFX-based multiplayer game as the capstone project for the Object-Oriented Programming 2 course.
- Led a team of 5 BS Computer Science students, assigned roles and responsibilities to teammates.
- Helped develop the core logic and mechanics, and assisted in Frontend development using JavaFX.

**Battle Blitz Coders Level Editor**                                       Oct. 2024 - May. 2025
- Developed to assist and speed up the map creation for the Battle Blitz Coders video game capstone.
- A solo endeavor relying on Java Swing and AWT libraries.
- Personal introduction to tooling/tool development.
- Learned how to bundle Java programs into JAR files and use JSmooth for the executable wrapping.

**Battle Blitz Coders**                                                    Oct. 2024 - Dec. 2024
- A CIT-U themed 2D RPG Java game capstone project for the Object-Oriented Programming 1 course.
- Led a team of 5 BS Computer Science students, assigned roles and responsibilities to teammates.
- Primary responsibility was the development of the main game logic, and assisted in the creation of game sprites.
- Learned how to apply Object-Oriented Principles, graphic rendering, and game development.

## EDUCATION & ORGANIZATIONS

**Cebu Institute of Technology**                                           Aug. 2023 - Present
*Bachelor of Science - BS, Computer Science*                               *Cebu, Philippines*
- **GPA: 4.58;** Dean's Lister
- **Public Relations Officer** | Honor Society (HonSoc)
  - Duties involved creating graphics and captions for public materials to be posted on the organization's Facebook page.
  - Used Canva to create graphics and Grammarly for polishing the captions.
  - Publications include memes, fun facts/trivia, and event posts.

**Cebu City National Science High School**                                 Jun. 2017 - Jul. 2023
- **Graduated with High Honors**;
- **Deputy Consultant for Records Management** | Leader's Council of SciHi Knights - Union of Units
  - Responsible for managing files, photos, and documents for the Boy Scout unit.
  - Duties include Facebook page management, photo and video documentation, document creation (letters, parents' consent), meeting minutes, and report creation for events and monthly activities.

## CERTIFICATIONS

**Lean Six Sigma White Belt**                                              Jan. 2026
MF Treinamentos | The Council for Six Sigma Certification                  *Itajubá, Brazil - Remote*
Credential ID: 111713689
**Lean Six Sigma Yellow Belt**                                             Jan. 2026
MF Treinamentos | The Council for Six Sigma Certification                  *Itajubá, Brazil - Remote*
Credential ID 111713388
**Fundamental Information Technology Engineer**                            Nov. 2025
Philippine National Information Technology Standards Foundation, Inc. (PhilNITS)   *Cebu, Philippines*
Credential ID FE4500040
**Python Intermediate**                                                    Aug. 2025
Sololearn                                                                  *Online*
**Java Object-Oriented Programming**                                       May 2025
CodeChum                                                                   *Cebu, Philippines*
**Canva Essentials**                                                       Oct. 2024
Canva                                                                      *Online*
Credential ID 7829bc
**Canva Design Essentials**                                                Sept. 2024
Canva                                                                      *Online*
Credential ID ac3c14
**Java Intermediate**                                                      Aug. 2024
Sololearn                                                                  *Online*

**C Programming** | **Jun. 2024**
CodeChum | *Cebu, Philippines*

## AWARDS & RECOGNITION

**S.Y. 2024-2025 Academic Achiever** | **May 2025**
Cebu Institute of Technology - University | *Cebu, Philippines*

**S.Y. 2023-2024 Academic Achiever** | **Jun. 2024**
Cebu Institute of Technology - University | *Cebu, Philippines*

**Gold Service Award - Outstanding Records Officer** | **May 2022**
Cebu City National Science High School | Leader's Council of SciHi Knights - Union of Units | *Cebu, Philippines*

**Eagle Scout Rank** | **May 2022**
Boy Scouts of the Philippines | *Manila, Philippines*
Credential Number 08-04-22011
Eagle ID 35181

## EXTRACURRICULARS

**OLTEK Solutions From Paper to Data: Logistics Automation Challenge** | **Mar. 2026**
OLTEK Solutions Corporation | *Cebu, Philippines*
- **Top 4 Finalist** out of 20 competing teams.
- Built OchreTech Logistics, a full-stack contract management platform that extracts, organizes, and visualizes shipping rate data from logistics contracts (PDF, DOCX, Images).
- Responsible for developing the frontend using Next.js and Tailwind CSS; contributed to the backend extraction pipeline using Spring Boot and Python.
- Part of a team of 5 students from the BSCS and BSIT departments.

**Polkadot Solidity Hackathon 2026: Cebu Edition** | **Feb. - Mar. 2026**
University of San Carlos | Polkadot Cebu by USC-CPEC | *Cebu, Philippines*
- **1st Runner Up** out of competing teams; selected to represent Cebu in the Polkadot Solidity Hackathon 2026 global stage.
- Built ClarityChain, a blockchain-based donation transparency platform deployed on Polkadot's Passet Hub using Solidity smart contracts.
- Led a team of 3 students from the BSCS and BSIT departments.

**2025 Komsai Week Hackathon** | **Feb. 2025 - Mar. 2025**
University of the Philippines - Cebu | Computer Science Guild | *Cebu, Philippines*
- Developed Stackture, an application that guides learners through a precise problem-focused strategy.
- Part of a team of 5 students from the BSIT and BSCS departments; led the mobile development side.

**27th Philippine Statistics Quiz** | **Oct. 2023**
Philippine Statistics Authority | *Cebu, Philippines*
- Representing Cebu Institute of Technology - University, part of a team of 3 students.

**One Guadalupe Community Pantry** | **2021**
Cebu City National Science High School | SciHi Knights - Union of Units | *Cebu, Philippines*
- Part of the unit's effort to help local communities amidst the difficulties caused by the COVID-19 pandemic.

**Mangrove Tree & Calamansi Planting** | **2020, 2021**
Cebu City National Science High School | SciHi Knights - Union of Units | *Cebu, Philippines*

- Planted Mangrove papules near a Philippine Navy base camp and personally nurtured Calamansi plants.
- Initiated to meet the requirements of the Go Green and Grow Green badges for the Venturer and Eagle ranks.

## SEMINARS, TRAININGS & WORKSHOPS

**Cloud Ta Bai! | Serverless App Development**                                                     **Feb. 2026**
University of the Philippines - Cebu | AWS Cloud Club                                        *Cebu, Philippines*

**Lean Six Sigma Training**                                                                         **Jan. 2026**
MF Treinamentos | The Council for Six Sigma Certification                             *Itajubá, Brazil - Remote*

**GitKon 2025**                                                                                     **Dec. 2025**
GitKraken                                                                                              *Virtual*

**DevFest Cebu 2025**                                                                               **Nov. 2025**
GDG Cebu | Google Developer Groups                                                          *Cebu, Philippines*
**DevFest Cebu 2024**                                                                               **Nov. 2024**
GDG Cebu | Google Developer Groups                                                          *Cebu, Philippines*
**DevFest Cebu 2023**                                                                               **Dec. 2023**
GDG Cebu | Google Developer Groups                                                          *Cebu, Philippines*

**PizzaPy Book Club Meetup - DevOps and Cybersecurity Series**                                      **Aug. 2023**
PizzaPy | Cebu Python Users Group                                                           *Cebu, Philippines*

## SKILLS & INTERESTS

- **Skills:** Leadership, Project Management, Lean Six Sigma, Communication, Teamwork, Team Building, Documentation, Social Media Management
- **Interests:** Gaming; Walking; Basketball; Digital Art; *Horror Movies; Breaking Bad; Better Call Saul; One Piece*