John Dymier Borgonia

dymierborgonia@gmail.com | (+63) 945 137 4619 | Cebu, Central Visayas, Philippines |
Portfolio link

WORK EXPERIENCE

Department of Science & Technology (DOST) **Mar. 2026 - May 2026**
Frontend Developer *Philippines - Remote*

- Applied as an intern for the organization's **Project LODIxR** with the role of Frontend Developer.
- Responsible for translating PBI and wireframes into working frontend components using ReactJS.
- Regularly attended daily stand-up meetings and communicated with team leads for project deliverables.

CeniXys - Freelance **Nov. 2023 - May 2024**
Junior Application Developer *Leyte, Philippines - Remote*

- Responsible for developing Android and iOS applications for clients using Flutter.
- Assisted in backend development using MySQL and PHP, and collaborated remotely to deliver milestones.
    - **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 ensuring quality assurance.

PROJECTS

TB-XR **Jan. 2026 - Present**

- A collaborative, AI-integrated teleradiology platform for Pulmonary Tuberculosis screening.
- It features multi-user workflows, radiologist annotation, and longitudinal patient monitoring.
- A thesis project, leading a team of 5. Using ReactJS, Tailwind for the frontend, and Django for the backend.
- The project uses MobileNetV3 for AI model training, which is designed to run on low-end devices.

Lightweight Java Engine & Level Editor **May. 2025 - Present**

- Architected a custom 2D simulation engine focused on scalability and data-oriented design, using Java AWT, Java Swing, OpenGL, and OpenAL.
- 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 a desktop app to make note-taking quick and straightforward while remaining 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 to use PyInstaller to build Python programs for different operating systems.

Shamrock **Feb. 2024 - Present**

- Visual Studio Code theme inspired by Celtic folklore, featuring 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 capstone project for the Object-Oriented Programming 1 course.
- Led a team of 5 BS Computer Science students, assigned roles and responsibilities to teammates.
- Primarily responsible for the main game logic and assisted in game sprite creation.
- 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, Excellence Award
- **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 Finalists** 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**; selected to represent Cebu for 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*