



JOSHUA DULAY BADONGAN

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TECHNICAL SKILLS

- Software Development
- Project Management
- Database Management
- UI/UX
- API Integration
- Hardware Troubleshooting
- Testing & Debugging
- Documentation

PROGRAMMING LANGUAGES AND TOOLS

- Flutter (Dart)
- Python
- HTML & CSS
- PHP
- Node.js
- React.js
- TypeScript
- MySQL
- JavaScript
- Figma
- Unity Engine
- Adobe (Photoshop, Premiere Pro)

PROFILE SUMMARY

Detail-oriented aspiring software developer with a solid foundation in building software applications and APIs. Committed to continuous learning, effective collaboration, and applying technical skills to real-world challenges through an internship opportunity.

EDUCATION

PHINMA - University Of Pangasinan 2021-Present
BS Information Technology | Major in System Development

PROJECTS

Servio: Location-Based Marketplace for Local Services November 2025

Fullstack Developer | <https://bit.ly/servio>
HTML/CSS | JavaScript | TypeScript | PHP | MySQL | Flutter (Dart)

- Developed a mobile-first SaaS marketplace that connects customers with verified local service providers.
- Helped streamline booking, payments, feedback, and service management within a single platform.
- Applied web and mobile technologies to support a location-based service marketplace workflow.

CampusCoin: University Attendance & Events Reward System October 2025

Frontend Developer | <https://bit.ly/CampusCoin>
PHP | Laravel | MySQL

- Built a blockchain-based campus rewards platform for tracking attendance and event participation.
- Designed a reward flow that improves student engagement through redeemable token incentives.
- Implemented a secure simulated transaction approach for a university-use case.

ArtStack Animation - Community Website January 2024

Lead Developer | <https://bit.ly/ArtStack-Animation>
HTML + CSS + JavaScript | MySQL | PHP

- Created an interactive community website for animation learners.
- Added features for tutorials, discussions, and feedback to support collaborative learning.
- Designed the platform to encourage progressive skill development within a shared community space.

Additional Project:

Malleus Maleficarum - RPG Game January 2024

Lead Developer
Unity Engine + C# | Adobe Illustrator | Adobe Animate

- Developed a Soulslike RPG with immersive visuals, custom animations, and gameplay mechanics.
- Contributed to collaborative story development and implementation in Unity.

CERTIFICATIONS

Google DevFest 2023
Gemini AI Python

Python Developer
<https://bit.ly/30Mzz3j>