JOHN PAOLO M. ROSALES

+63 961 542 8895 | johnpaolorosales2@gmail.com | linkedin.com/in/johnrosalesss | github.com/johnrosalesss

EDUCATION

St. Paul University Manila | Malate, Manila **Aug 2021 – May 2025**
Bachelor of Science in Computer Science
- Awards: **Salutatorian**, Class of 2025 | **Magna Cum Laude** | Leadership Award *(Bronze Medal)*

WORK EXPERIENCE

RAKSO Computer Technology Inc. | Makati, Metro Manila **Jan 2025 – May 2025**
Web Developer Intern
- Developed RESTful web app features using Python, Flask, and SQL to automate timetable generation and real-time reporting; designed user-centric UI/UX prototypes in Figma and delivered in an Agile environment.
- Collaborated using Git for version control and documented scalable system architecture; resolved critical bugs via log analysis and delivered fixes aligned with backend, UI/UX teams, and client needs.

St. Paul University Manila | Malate, Manila **May 2023 – Aug 2024**
Database Developer
- Developed two internal systems for ICT and library operations using Java Spring Boot, PHP, and SQL, serving **1,000+ users**; integrated QR-based attendance and inventory tracking, cited during PAASCU accreditation.
- Maintained and optimized both systems after deployment by providing training, resolving bugs, improving performance, and managing deployment on the university's internal server to ensure secure and reliable operations.

SM Development Corporation | Pasay, Metro Manila **Jan 2021 – Dec 2022**
International Marketing Partner
- Strategically executed paid campaigns across Meta, Google, and YouTube platforms, achieving a 20% reduction in acquisition cost and boosting conversion efficiency through targeted optimization.
- Customized Excel-based financial models and provided technical support during client presentations and closings, which reduced meeting time and improved decision-making efficiency by 20%.

PROJECTS

Oddinary Times: A 2D Pixelated PC Game | St. Paul University Manila **Aug 2024 – Dec 2024**
- Developed a 2D educational disaster preparedness game in Unity and C#, presented at the **Annual Research Forum.**
- Tested by 30+ users, including developers and disaster safety officers, with positive feedback on impact and usability.

SKILLS

- **Programming & Scripting:** Python, Java, PHP, SQL, C#, HTML, CSS, JavaScript
- **Data Analytics & Automation:** Pandas, NumPy, Matplotlib, Seaborn, Scikit-learn, Selenium
- **Tools & Frameworks:** Git, Unity, Visual Studio, Jira, Figma, Canva, Notion, Flask, Spring Boot, Robot Framework
- **Cloud & Platforms:** Microsoft Azure, GitHub, Microsoft 365, Google Workspace, Meta Ads, Google Ads

CERTIFICATIONS

IBM *(2025)*
- **Artificial Intelligence** Fundamentals
- Python for **Data Science**
- **Agile** Explorer
- **User Experience Design** Fundamentals
- Big Data Foundations – Level 1

Cisco *(2025)*
- Networking Basics

Microsoft *(2024)*
- AZ-900: **Microsoft Azure** Fundamentals

Udemy *(2024)*
- Introduction to **Data Structures & Algorithms** in Java
- Absolute Introduction to **Object-Oriented Programming** in Java
- **UML** and Object-Oriented Design Foundations
- **SQL** - Introduction to SQL with MySQL
- Intro To **PHP** for Web Development