Gavriell C. Pangan

Ternate, Cavite | gavriell.pangann@gmail.com | +63 962-609-1407 | github.com/L3V1TH5N

EDUCATION

Cavite State University – Naic
B.S. in Computer Science

- **Relevant Coursework:** Data Structures and Algorithms, Object-Oriented Programming (OOP), Web Systems and Technologies, Advanced Database Management Systems, Software Engineering, Operating Systems, Fundamentals of Information Systems.

EXPERIENCE

Municipal Treasurer's Office - Municipality of Ternate **July 2025 – August 2025**
Full Stack Developer (Intern) | PHP, MySQL, HTML, JavaScript

- Built web-based expense management system for the Treasurer's Office, replacing manual/paper-based tracking with a centralized digital workflow covering all municipal offices and expense categories.
- Developed the system end-to-end: login authentication, expense recording, and budget allocation per office and category across weekly, monthly, quarterly, and annual periods.

ODCI (On-the-Job Training) **June 2025 – August 2025**
Full Stack Developer (OJT) | PHP, JavaScript, CSS, MySQL

- Built a document management system during OJT to centralize and digitize document storage, organization, and retrieval for the organization's records.
- Implement role-based user access, document upload and categorization, and search functionality, reducing reliance on manual paperwork for records handling.

PROJECTS

CvSUHimay: 3D Fish Deboning Interactive Simulator **December 2025 – April 2026**
Full Stack Developer | Three.js, React Three Fiber, React

- Built a gamified e-learning platform for Cavite State University Fisheries program, giving students a 3D interactive simulator to supplement hands-on deboning practice.
- Implemented a Mealy-type FSM engine driving 11 procedural deboning steps, a Draco-compressed bangus anatomy model with progressive mesh-layer transitions, and tool interaction systems (knife, forceps, water spray) using React Three Fiber.

GetUp **June 2026 – August 2026**
Mobile App Developer | React Native, Expo, TypeScript

- Building a mobile alarm app that requires users to dismiss the alarm by photographing a random bathroom item, verified live via AI-based image detection, to combat snoozing/oversleeping.
- Developing the alarm scheduling, camera capture flow, and live AI-based image verification pipeline using React Native and Expo.

OVERCHARGE: Escape Protocol **February 2025 – June 2025**
Game Developer | Godot Engine, GDScript

- Developed a 2D pixel-art platformer game in Godot Engine featuring collectible-based objectives, hazard avoidance, and speedrun mechanics in an alien biome.
- Implemented core gameplay systems - movement, collision detection, respawn logic, and an in-game timer to support consistent, replayable speedrun runs.

Heavenly Homes **December 2024 – January 2025**
Full Stack Developer | HTML5, CSS3, Vanilla JavaScript, MySQL

- Built a web-based platform designed to help property managers handle tenant records, monitor unit availability, and manage lease agreements.
- Streamlines property operations with real-time vacancy listing, inquiry management, and an organized backend system for efficient data tracking and tenant communication.

LEVI Travel Agency **May 2023 – July 2023**
Full Stack Developer | HTML5. CSS3, JavaScript, Bootstrap

- Built a multi-page tourism website promoting Ternate's attractions, including Home, Services, Booking, and Travel Guides sections.
- Implemented user management with role-based access, document upload and categorization, and search functionality to improve accessibility and reduce manual paperwork.

TECHNICAL SKILLS

Languages: HTML5, CSS3, JavaScript, TypeScript, PHP, Dart, Java, GDScript
Frameworks & Technologies (Basic): Node.js, React.js, React Native, Express.js, Bootstrap, Tailwind CSS, Flutter SDK, Expo, RESTful APIs, Godot Engine, Unity
AI / Machine Learning: scikit-learn, TensorFlow
Database: MySQL, Firebase, MongoDB
Design Tools: Blender, Adobe Photoshop, Adobe Illustrator
Development Tools & Platforms: Git & Github, Visual Studio Code, Xampp, Postman

OTHER SKILLS & INTERESTS

- **Soft Skills:** Adaptable, Detail-oriented, Eager to learn, Resilient under pressure, Focused and goal-oriented, Team player with initiative, Strong problem-solving mindset.
- **Interest & Design:** Game dev, pixel art, devlogs, UI/UX trends and wireframing, responsive layouts, game scene design in Godot.