

Earl Jarod T. Rebalde

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📍 Cebu, Philippines

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📄 SUMMARY

Fourth-Year Software Engineering student with foundation in software, game, web development, IT troubleshooting, UI/UX design, and project leadership. Adaptable and eager to learn, with strong problem-solving, communication, and teamwork skills. Seeking an OJT opportunity to gain hands-on industry experience and further develop technical skills. Portfolio showcasing projects: [jarodofalltrades.vercel.app](#) or [jarodofalltrades.com](#)

🎓 EDUCATION

Bachelor of Science in Computer Science with Specialization in Software Engineering,

2023 – Present

iACADEMY Cebu

Consistently maintained a GPA of 1.10 - 1.30

🧠 SKILLS

- Web Development
- Game Development
- Leadership/Team Management
- IT Support & Troubleshooting
- Creative Design
- Communication (English)
- UI/UX Design
- Video Editing

📁 PROJECTS

ShadeBorne, 2D Platformer Game, *Game Development*

08/2026 – Present

- Developed a 2D platformer game
- Created background, character design & Animations

Project H.A.L, DRRM Game, *Game Development*

07/2026 – Present

- Developed the overall gameplay design for a 2D top-down RPG on disaster preparedness.
- Designed the game's core gameplay concept, mechanics, and disaster-related scenarios.
- Prepared thesis documentation and research supporting the game's concept and design.

Personal Portfolio Website, *Web Development*

07/2026 – Present

- Designed and developed a responsive personal portfolio.

PowerPath Obby, Roblox Obby Game, *Game Development*

06/2026 – Present

- Developed a Roblox obby game featuring strength, speed, and leveling mechanics.
- Designed the platforms and Graphical user interface.

GIMI, AI Guidance Chatbot, *Web Development*

03/2026 – 04/2026

- Developed the Journal Widget and journal search for both desktop and mobile interfaces.
- Developed the Nurse Administration Page on the front end.

MyCollex, Property Listing Website, *Web Development*

2025 – 2026

- Designed and developed the responsive landing page using Figma, React, and Tailwind CSS.
- Designed and developed reusable header and footer components for the website.

Budgipets, Mobile Budgeting Application, *App Dev*

2024 – 2025

- Developed the application backend using Supabase.
- Designed and developed login pages in collaboration with a groupmate.

iBorrow, Library and Book Tracking System, *Web Development*

06/2026 – 07/2026

- Developed a web-based library management system for borrowing and managing books.

🧩 TECHNICAL PROFICIENCIES

Languages

JavaScript, TypeScript, HTML, CSS, C++, GDScript

Frameworks

React, Next.js, Tailwind CSS

Tools

Figma, Git, Github, Godot, Canva, Affinity, Krita, Asprite