SHAN ASHLEY LAGMAN

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EDUCATION

Technological Institute of the Philippines - Quezon City Quezon City, PH

Bachelor of Science in Computer Science *2023 - Expected 2027*

Specialization in Game Development

- DOST Science and Technology Undergraduate Scholar (2023 - Present)
- Dean's Lister (2023 - Present)

PROJECTS

Udicon Sales and Inventory System | *Node.js, Express.js, MySQL, HTML, CSS, JavaScript* May 2026 - Jun 2026

- Developed RESTful APIs and backend services for a LAN-based sales and inventory management system customized for Udicon Trading.
- Designed the relational database schema using MySQL and implemented user authentication and role-based access control (RBAC).
- Designed and implemented the administrator interface and workflows, including dashboards, user management, and reports.

BlockLab | *Flutter, Dart, Unity, C#* Feb 2026 - Apr 2026

- Built an Android learning application combining a Flutter interface with an embedded Unity 3D block-building sandbox.
- Implemented seven interactive guided lessons and block manipulation features with undo/redo functionality.
- Integrated Isar as a local database for persistent storage, enabling users to save, reopen, edit, and share block creations.

Hadal Descent | *Unity, C#, Blender* July 2026 - Present

- Developed an offline 3D Android exploration game designed to promote marine biodiversity awareness across five ocean zones.
- Implemented Perlin Noise-based procedural terrain generation and 3D Context Steering algorithms for marine organism navigation and obstacle avoidance.
- Developed four minigames, an interactive bestiary, an upgrade system, and persistent save/load functionality using Unity PlayerPrefs.
- Created and integrated 3D assets using Blender while collaborating with a four-member development team.

Purranormal A Cat's Tale | *Java, Java Swing* Mar 2025 - May 2025

- Developed a pixel-art exploration and puzzle game featuring room navigation, dialogue, and photograph collection.
- Implemented interactive book and portrait sorting puzzles, game menus, and save/load functionality.

EXPERIENCE

Nobile, Inc.

On-the-Job Trainee *Feb 2023 - Apr 2023*

- Assisted with tasks in the server room and participated in workplace meetings.
- Supported the assembly of lighting components and packed finished products.

SKILLS

Programming Languages: C#, Java, Dart, JavaScript, SQL

Web Technologies: HTML, CSS, Node.js, Express.js

Frameworks & Libraries: Flutter, Java Swing

Game Development & 3D Modeling: Unity, Blender

Tools: Git**,** GitHub, Visual Studio Code, Codex/ChatGPT, Google Gemini

Languages: English (Fluent), Tagalog (Fluent)