

Jose Emmanuel B. Sales

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OBJECTIVE

Web developer seeking an opportunity to contribute through practical frontend work, grow in UI/UX and modern web development, and add real value to the team.

TECHNICAL SKILLS

Languages: HTML5, CSS3, JavaScript, TypeScript, PHP

Frameworks & Libraries: React, Next.js, Laravel, Inertia.js, Tailwind CSS, shadcn/ui, GSAP, Motion

Databases: MySQL, PostgreSQL, Redis (Upstash), SQLite

Tools & Platforms: Git, GitHub, VS Code, Vercel, Railway, Jira, Sitebulb, Figma, WordPress / Elementor, Framer

AI Tools: ChatGPT, Claude, Gemini, Copilot, Cursor

EXPERIENCE

Techstacks

January 2026 – May 2026

OJT / Intern

- Improved website accessibility by identifying issues through audits and implementing fixes.
- Fixed UI issues, frontend bugs, and usability problems across web pages and features.
- Supported content updates, translation changes, and interactive feature improvements.
- Maintained and updated project documentation for clearer workflows and implementation references.
- Tested web features and pages to verify functionality, consistency, and user experience.

PROJECTS

Web-Based Multi-Branch Inventory Management and Sales Recording System for Ramen Dreams

Fullstack Developer | Academic Capstone Project

A comprehensive web-based platform for managing multi-branch restaurant operations, covering inventory, employees, products, sales, and inter-branch logistics in a single unified system.

- Implemented role-based access control with branch-based restrictions.
- Built dashboards for low stock, expiry monitoring, inventory health, sales trends, and best-seller reporting.
- Developed inventory and sales workflows with real-time stock deduction, stock adjustments, void handling, and transfer tracking.
- Added audit logs, filters, and printable reports for inventory and sales records.

Technologies: Laravel, React, Inertia.js, MySQL, Tailwind CSS, shadcn/ui, Railway

Personal Portfolio Website — emmansales.vercel.app

Solo Developer | Personal Project

An interactive pixel-art portfolio built.

- Deployed on Vercel with Upstash Redis for persistent data.
- Hand-drawn pixel art in Piskel and Aseprite.
- Implemented audio system using Howler.js for music and sound effects.
- Developed interactive features: AI-powered Q&A; with daily limits, geolocation-based star messages, and a breakout game using GitHub contribution data.

Technologies: Next.js, TypeScript, Tailwind CSS, Upstash Redis, Howler.js, Vercel

EDUCATION

Nueva Ecija University of Science and Technology

2022 – 2026

Cabanatuan City, Nueva Ecija | Bachelor of Science in Information Technology | Major in Web System Technology