

Full Stack Web & Game

DEVELOPER



John Paul Ganzan

Full Stack Web/Game Dev .
AI/Web3 Enthusiast .
UI/UX Designer



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I am a passionate Full Stack Web and Game Developer with hands-on experience in building dynamic websites, interactive applications, and engaging game projects. I specialize in both front-end and back-end development, combining strong problem-solving skills with creative thinking to deliver efficient, user-centered solutions.

With a solid background in modern frameworks and tools, I've successfully developed and deployed projects ranging from e-commerce platforms to real-time multiplayer games. I'm always eager to learn new technologies and collaborate on innovative ideas that push boundaries and create memorable digital experiences.

Education

20 Fatima Elementary School
14 ELEMENTARY

20 Fatima National High School
19 High & Senior High

Kave Guild

Lead Game Developer

Lead and Department head of game development. Tailored interactive and fun games.

2024 - PRESENT

Full stack Web developer

Developed dynamic and interactive websites for clients. Utilizing advance technologies and solve real world problems.

2024 - PRESENT

UI/UX Designer

Designed user interfaces and user experiences for clients. Serving exceptional designs and outputs.

2024 - PRESENT

AO Labs

Game/Software Engineer

Utilizing advance Operating System environment in developing games from the bible. Offering unique way of building a system.

PRESENT

Cascadia Web Services

Wordpress Plugin Developer

Developing plugins for wordpress builders. Serving newly crafted tools for them to use.

PRESENT