

BRADLEY C. CAINDAY

Quality Engineer and Front-end Developer

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Portfolio: <https://my-portfolio-five-xi-aft02datp5.vercel.app/>



EDUCATIONAL BACKGROUND

Polytechnic University of the Philippines - Taguig Campus
Bachelor of Science in Information Technology 2021-2025
President Lister

TECHNICAL SKILLS

Languages: HTML, CSS, TypeScript, JavaScript, PHP, Python

Frameworks & Library: Angular, React, Node.js, Nuxt.js, Vue.js, Laravel, Bootstrap

Development Tools: Git, Visual Studio Code, Cursor, MySQL, Figma, Aseprite

Automation Testing Tool: Katalon

Database Management: Bruno, Postman, Azure, MongoDB, adx

Project Management: Jira, Github, Notion, Agile Methodology

Productivity Software: Microsoft Word, PowerPoint, Excel

SOFT SKILLS

Adaptability | Good Communication | Critical Thinking | Time Management | Empathy

WORK EXPERIENCE

- [Quality Engineer Intern - Manulife - Makati](#) **SEPTEMBER - DECEMBER 2025**
Responsible in **manual and automated UI testing** using **Katalon**, defect management, test case creation, test execution, and cross-team coordination through **Jira**, and active participation in agile project governance, gaining comprehensive exposure to the full software development and quality assurance life cycle.
- [IT Intern at Purple Wolfe - Digital Marketing Services](#) **MARCH - JUNE 2025**
I worked as a **Data Manager**, handling databases with Microsoft Excel, and as a **Game Graphics Artist**, creating pixel art using Aseprite to blend precision with creativity for our game.

PROJECTS

[QuotLab Quotation Services System](#)

- Work as a **Front-end Developer**, building a web application for DOST using **Angular** and **Laravel** that enables clients to request quotations from various laboratories and automatically generate professional PDF documents delivering a seamless and user-friendly experience.

[ISYNC Report and Certificate Generation System](#)

- Worked as a **Front-end Developer** for DOST-NML, developing an **Angular-Laravel** web platform integrated with the QuotLab system to streamline report generation, implement data verification workflows, and automate certification creation for accurate calibration reporting.

[Wolfie Match](#)

- Worked as a **Graphic Design Artist** on the game, creating pixelated game assets using **Aseprite**. The game was developed in **Unity 3D**, combining engaging gameplay with charming retro-style visuals to enhance the overall player experience.