

# EDWELL JOHN COTEJAR

Aspiring Software Engineer | Full Stack & Low-Level Systems  
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## SUMMARY

Aspiring software engineer passionate about full-stack development (Flutter, Java, Laravel) and low-level systems. Eager to explore operating systems development, embedded programming, and performance optimization while building scalable applications. Proven ability to deliver projects from database design to UI implementation.

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## EXPERIENCE

### iDiscount Mobile Philippines | Software Engineer

- Developed key UI pages (e.g., user authentication, settings pages)
  - Engaged in system architecture decisions and weekly stand-ups, providing key inputs for software decisions.
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## PROJECTS

### Task Management System | Laravel, TailwindCSS, Supabase

- Led end-to-end development of a full-stack task management web app in 2 weeks, from architecture design to deployment.
- Chose Laravel (PHP) for backend logic, Supabase for PostgreSQL database and extra features, and TailwindCSS for responsive UI.
- Structured relational schema for tasks, users, and priorities with optimized queries.
- Enabled seamless task creation, updates, and deletion with secure user authentication.

### Lucky Defense Bot V1 | Java, OpenCV, ADB, TesseractOCR

- Core developer of an open-source automation bot for Lucky Defense, designed to farm in-game resources (coins, scrolls) with 80% reduced manual effort.
- Implemented image recognition (OpenCV) and text parsing (TesseractOCR) to dynamically interact with game UI, achieving ~95% action accuracy.

### TeachAssist AI | Flutter, n8n, OpenAI

- Designed and implemented n8n workflows to automate creating diagnostic exams, lesson plans, and curated exams.
  - Collaborated with a partner and completed the project within 5 hours.
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## HACKATHONS & EVENTS

### AI4Devs 2025 Workshop & Hackathon | June 2025

- Attended AI4Devs workshop and participated in the hackathon, creating an AI powered mobile app in under 5 hours and winning a Best in Technical Execution award.

### Global Game Jam 2025 | January 2025

- Collaborated in a team of 5 to create a game with C# and Godot in under 48 hours.

### Cebu Hacktoberfest 2024 | October 2024

- Spearheaded and led the development of a Lucky Defense bot in under 15 days.
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## EDUCATION

### Bachelor of Science in Computer Science - Major in Software Engineering (Ongoing)

iAcademy Cebu

2023-2027

- IDE-a Student Organization President (2024-Present)
  - Tackled Software Engineering, Data Structures and Algorithms, Enterprise Java, Advanced Web Development, Operating Systems, Data Communications, and much more
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## SKILLS & ACTIVITIES

- **Languages:** Java, C++, Python, JavaScript/TypeScript, PHP, Dart
- **Frameworks:** Spring Boot, Flutter, Laravel, React, TailwindCSS
- **Tools & Technologies:** Docker, Git, Linux, PostgreSQL, SQLite, Supabase, OpenCV