Edward John Camarillo

I am a Dedicated Computer Science student with a foundational understanding and a passion for innovative problem-solving and technology-driven solutions. Throughout my college journey, I've actively contributed to various projects with different teams, learned many fundamentals, and acquiring hands-on experience along the way. I'm excited to contribute by applying my knowledge and skills in the tech industry.

Contact

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Languages

Java	JavaScript
C#	C++
Python	Dart
TypeScript	PHP

Others

HTML	Git
CSS	SQL

Tech

Angular	Spring Boot
Bootstrap	Tailwind CSS
React	Node.js

Skills

Outgoing	Artistic
Friendly	Imaginative
Respectful	Adaptable

Education

2018 - 2020
Senior High School
Cebu Institute of Technology - University

2020 - 2025
Bachelor of Science of Computer Science
Cebu Institute of Technology - University

Projects

Interpreter   C# | Antlr
- Defined the overall parser and lexer using ANTLR to analyze the source code to convert it into a structured representation
- Implemented the Interpreter logic using visitors to traverse the parse tree and execute the specific logic of control flow statements
- Defined and documented the initial comprehensive grammar rules and conducted semantic analysis on the AST to adhere to the language's rules and constraints

Task Tracker   Django Framework
- Implemented a customized user model for user authentication such as login and registration
- Designed and developed the core functionality of task creation, assignment, and completion, ensuring seamless user experience
- Designed a user-friendly interface for the task management system, including forms, menus, and various containers

LessonLab   OpenAI | Flutter | Rust
- Designed and implemented custom web scrapers in Python to extract educational content from various uploaded online sources
- Developed a robust pre-processing pipeline to clean and structure the scraped data, addressing challenges such as exclusion of irrelevant data and text formatting
- Designed the UI/UX of LessonLab to create an intuitive and user-friendly interface using Flutter framework

Vstore   Android Studio | Java | Firebase
- Designed the overall UI/UX with intuitive layouts utilizing fragments and activities for a more responsive app.
- Developed the whole frontend of the Home page with live announcements, Catalog, Search bar, and profile pages.
- Integrated Firebase for real-time database and authentication, ensuring accurate data display across all relevant pages.

Mathic-matic   Card Duel Web Game | React | Spring Boot | WebSockets
- Developed and implemented the backend game logic, including card interactions, player actions, and game flow, ensuring an engaging and challenging user experience.
- Designed the frontend user interface and user experience, seamlessly blending visual appeal with intuitive gameplay mechanics to enhance user engagement and retention.
- Implemented user authentication and authorization using JWT and Spring Security to ensure secure access to the application.