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## EDUCATION

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### **Bachelor of Science in Digital Game Design and Development**

*Ateneo de Manila University, Quezon City*

June 2021  
GPA: 3.13/4.00

### **Bachelor of Science in Computer Science**

*Ateneo de Manila University, Quezon City*

May 2020

### **High School Diploma**

*Ateneo de Manila High School, Quezon City*

2016

## WORK EXPERIENCE

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### **Software Engineer, Back-end Developer**

*Demand Science, Bonifacio Global City, Taguig*

June 2021- Present

- Utilized such technologies as ReactJS, HTML5, CSS, Python, and SQL to maintain and implement features of a geospatial-analytics software that aims to provide data and trends for increased revenue performance of our clients
- Expanded an automated web-scraper software that collects and processes data to generate better campaign outcomes and higher revenue using Python
- Implemented a completeness and recency scoring module using GoLang that assesses contact data and saves scores on a database

### **Software Engineer, Research and Development Intern**

*Nokia Technology Center Philippines, UP Ayalaland Technohub, Quezon City*

June 2019- August 2019

- Developed two Javascript-based applications for analyzing and reading data logs to provide assistance to software engineers in creating bug solutions.

## DEVELOPMENT EXPERIENCE

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### GAME DEVELOPMENT

November 2016 - May 2021

*Languages: Python, Java, C#*

- Programmed a maze game that could be played by providing various inputs through a command line interface using Python
- Built CellWarz, a LAN multiplayer action game programmed with Java
- Developed Agimat on Unity, a puzzle game based on Philippine Mythology
- Developed Synesthesia Drive on Unity, a music action game that visualizes music information

## LEADERSHIP EXPERIENCE

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### Executive Board, Chief Finance Officer

2018 - 2021

*Blue Hanguk Society, Ateneo de Manila University*

- Organized and accounted for the finances of the organization with over 200 members
- Managed, supervised, and trained 3 deputies in the finance department

### Core Team, Documentations Head and Social Media Manager

Sept 2019 - Dec 2019

*ACM ICPC Asia-Manila Regional Contest, Ateneo de Manila University*

- Documented meetings held prior to the event
- Managed social media posts prior to event
- Posted live updates of contest proper during the competition

### Core Team

2018

*Blue Hanguk Society, Ateneo de Manila University*

- Prepared and organized White Day x Tambay Week for organization members
- Planned and facilitated a flagship event, Running Man

### Core Team, Programs Head

2016 - 2017

*Computer Society of the Ateneo, Ateneo de Manila University*

- Facilitated training activities for organization members participating in the Team Building
- Planned the program and organized performances for Gigabite, an open-mic event
- Planned and hosted the opening program for the General Assembly and organized the Tambay Week following the event

## AWARDS AND ACHIEVEMENTS

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### Dean's List

2017, 2018, 2020, 2021

- Achieved the required QPI of 3.35 for the semester in the Ateneo de Manila University

### Honorable Mention

2016

- Graduated with third honors and ranking top 200 from Ateneo de Manila High School

**Valedictorian**

2012

- Graduated with first honors from Mother Goose Grade School

**SEMINARS ATTENDED**

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**ASUMMIT**

December 2018

- Ateneo leadership conference for organizations and student group leaders

**SKILLS & PROFICIENCIES**

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**Hard Skills:** Microsoft Office (8 Years), Python (4 Years), Java (3 Years), Google Suite (4 Years), SQL (1 Year), HTML (8 Months), C++ (2 Years), C# (1 Year), JavaScript (3 Months), CSS (8 Months), Golang (7 Months), ReactJS (2 months)

**Soft Skills:** Good Communication, Teamwork, Time Management, Critical Thinking, Stress Management, Adaptability, Problem Solving, Fast Learner, Leadership