

Nicki Marty Pecision

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SUMMARY

"Code is the language of freedom in the digital realm"

I am a software developer situated in Mindanao, Philippines, specializing in JavaScript and TypeScript. Committed to continuous learning and staying updated with emerging technologies, my primary focus is solving problems and striving for an efficient solution.

SKILLS

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

Libraries & Frameworks: JQuery, Vue.js, React, Tailwinds CSS, Bootstrap, GraphQL, Express Js

Tools, Platform & Others: Git, Github, BitBucket, Bash Script, Docker, Vite, VS Code, Figma, RESTful API

WORK EXPERIENCE

Full Stack Developer, OddsPulse – Colorado, USA (remote) December 2023 – Present

- **Maintained and enhanced** system to reduce errors and bugs between three (3) applications both front-end and back-end.
- **Optimize UI and micro-interaction** streamlining navigation and creating a more intuitive experience for users, as validated by internal testing feedback.
- **Developed and delivered features** improving customer satisfaction by streamlining workflows and reducing task completion time.

PROJECTS

E-Clearance – 2023

[E-Clearance](#)

- **Develop a modern method of signing of school clearance.**
- Implement the functionality based on the traditional signing of school clearance. Integrate RESTful API. Enabling other users to integrate to their services. Create a unique way of routing the url path.
- **Tools Used:** PHP, JavaScript, Bootstrap, Composer

Activity Tracker – 2024

[Activity Tracker](#)

- **Develop Activity tracker** app to track number of activities per club and organization.
- **Integrate cron jobs** for data backup with mysql dump command. Design with a simplistic user interface with Tailwind. Data visualization with Chart Js for users data analysis
- **Tools Used:** Vue.js 3, Javascript. Typescript, Nodejs, Express, MySQL, Apache, Bash Script, Git

Mobile Augmented Reality In Human Anatomy – 2024

[Mobile AR In Human Anatomy](#)

- **Developed a mobile AR app** to track body movements, displaying human anatomy for educational purposes.
- Designed an interactive UI to overlay 3D anatomical models on real-time camera feeds, improving user understanding. Integrated AR features for accurate body tracking, ensuring smooth visualization on mobile devices.
- **Tools Used:** Python, C#, Bash Script, VENV, Unity, TCP & Web Socket

Camote Utils – 2025

[Camote Utils](#)

- **Contributed to an open-source TypeScript utility library**, enhancing features for string manipulation, number formatting, and data structures.
- Created the **objectToQueryString** function to convert objects and arrays into URL query strings, with error checks for invalid inputs. Created the **toHtmlEntities** function to encode strings into HTML entities, supporting custom character mapping for safer web use.
- **Tools Used:** TypeScript, JavaScript, NodeJs

EDUCATION

Cor Jesu College, Inc, BS in **Computer Science**

Aug 2021 – July 2025

- **Relevant Courses:** Data Structures and Algorithm, Software Engineering, Computer Graphics, Operating, Systems, Networking, Computer Security, Data Mining