

Idan Joshua Garay

A highly motivated software engineer with a strong desire to advance to the role of principal software engineer, I am dedicated to continuous learning to further refine my skills and expertise in the field. A quick learner with a solid foundation in programming principles and techniques.

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Projects

KODA Kollektiv — Frontend Software Engineer

JULY 2022 - JANUARY 2023

Sports Social Platform — (ReactJS, Redux, Firebase, Node, Socket.io) -Frontend Developer

Responsibilities: Develop new features according to designs, integrate API, and refactor components while applying the DRY principle.

Team Size: 8 (3 FE, 1 BE, 1 QA, 1 UX Designer, 1 Scrum Master, 1 Product Owner)

Duration: October 2022 - January 2023

Subscription Application — (Flutter, Flutter_BLoC, Firebase, Ruby on Rails) -Frontend Developer

Responsibilities: Implement features and pages according to design and user requirements while applying the BLoC Pattern for state management, integrate API and 3rd Party Services such as Apple Pay via Stripe, Google Maps, and follow the DRY Principle.

Team Size: 6 (1 FE, 1 BE, 1 QA, 1 UX Designer, 1 Scrum Master, 1 Product Owner)

Duration: July 2022 - October 2022

Virtual Byte IT Solutions — Frontend Developer Intern

MAY 2021 - AUGUST 2021

Covid Monitoring Web Dashboard, — (MongoDB, Express, Node, ReactJS) -Frontend Developer

Responsibilities: Develop forms and inputs with validation using Bootstrap, and react-hook-forms according to design.

Implement web components with react hooks e.g. useReducer and useContext. Write code for the filtering and sorting of users based on dates, names, and places.

Team Size: 4 (1 FE, 1 FS, 1 QA, 1 Product Owner)

EXPERTISE

Laravel
Next.JS
React
Redux
Webpack
RxJS
MobX
Typescript
TailwindCSS
HTML/CSS
Git
Node
Flutter
Figma

SKILLS

Interpersonal Communication
Problem-Solving
Teamwork
Attentive

CERTIFICATIONS

Shopee Code League 2022 - Participant

Duration: May 2021 – August 2021

EDUCATION

University of San Carlos, Cebu, Philippines

JUNE 2019 - DECEMBER 2023

B.S. Computer Science

Bachelor's Coursework: Algorithms & Complexity, Programming Languages, Software Engineering, Pre-Calculus, Advance Calculus, Data Analytics, Object-oriented Programming, Data Structures, Databases, Programming I & II, Networking, System Analysis and Design, Web Development

Personal Projects

Agglomerative Clustering with Sentiment Analysis — (Python) github.com/Idan-Garay/Twitter-Thesis-Project

The codebase of my thesis implements Agglomerative Clustering with Sentiment Analysis that scrapes data from twitter and obtain insights regarding Filipinos' varying perceptions about inflation in the Philippines.

HandyHome — (React, Sequelize, JS, Figma) github.com/Idan-Garay/HandyHome/tree/Admin-pages

A job marketplace web application for menial jobs where verified job seekers can form their own team for employers to see.

Sweet Surrender — (Laravel, Blade, PHP, Bootstrap, Figma) github.com/Idan-Garay/Sweet-Surrender

A web application for a sweets and pastries business where the owner can display the products and track the inventory of the business.

TECH STACK

Proficient — React, Typescript, HTML/CSS, NextJS, TailwindCSS, AWS, Webpack, Express

Have used — Vue, Sequelize, Vercel, JQuery, Laravel, PHP, GraphQL, Node, Mongo DB, Firebase, MySQL, C, Java, Python, Django, NuxtJS, React Testing Library, Styled Components