

PATRICK JAMES DIONEN

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Portfolio: <https://trkk.exondevs.tech> **Github:** <https://github.com/ImTrikk> **Linkedin:** <https://www.linkedin.com/in/patrickjamesdionen/>

EDUCATION

Bachelor of Science in Information Technology, Caraga State University - Main Campus

August 2021 - Present

1.38 GWA (1st Sem 2021-2022 - 1st Sem 2024-2025)

TECHNICAL SKILLS

- **Programming languages:** C, Java, PHP, Python, Javascript, Typescript, SQL.
 - **Frontend Technologies:** ReactJs, NextJs, ElectroJS, Vite, TailwindCSS, Bootstrap5, JQuery..
 - **Backend & Database Technologies:** NodeJS, ExpressJS, FastAPI, Flask, LaravelPostgreSQL, MySQL MongoDB, Supabase, Firebase.
 - **Development Tools:** Github, Git, Postman.
 - **Others:** Figma, Photoshop, Canva, Miro.
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EXPERIENCE

Full Stack Developer - Freelancer | Butuan City, Philippines

June 2024 - Present

- Designed and developed custom web applications tailored to meet client-specific needs, ensuring high levels of user satisfaction and functionality.
- Built dynamic and responsive user interfaces using **React.js** and **Bootstrap**, integrating them with powerful backend systems built with **Laravel**, **MySQL**, and **PostgreSQL** for seamless functionality.
- Architected scalable and maintainable systems, optimizing application performance and supporting long-term sustainability.

DOST - CARAGA Project LODIXR Developer/Programmer - Intern |

February 2024 - May 2025

- Contributed to the development and improvement of core system features to support project goals and user needs.
- Developed solutions to enhance workflow efficiency, including status-based controls and automated communication features.
- Conducted testing, debugging, and refinement of features to ensure quality and stability across various use cases.
- Collaborated with mentors and team members in an Agile-like environment, participating in regular meetings to report progress and align on deliverables.

Start-up Incubatee - Navigatu, Caraga State University | Contract

February 2023 - June 2024

- Co-founded ParaGO, a web-based application designed to connect users with unique local adventures by allowing them to book events organized by municipal tourism offices.
 - Led the design and development of the platform using ReactJS for dynamic, responsive user interfaces, and NodeJS with ExpressJS for efficient server-side communication.
 - Utilized MongoDB for scalable, flexible data storage to support application growth and enhance data management.
 - Spearheaded the UI/UX design, ensuring an intuitive, user-friendly experience across all devices, with a focus on simplicity and usability.
 - Optimized the application for performance and responsiveness, improving user accessibility and engagement across a wide range of devices and internet speeds.
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FEATURED PROJECTS

ReviewUP | Full Stack Development | [Repo](#) | [Preview](#)

- Developed a platform that fosters collaboration among students by enabling them to create and share reviewers, generate practice questions, and design quizzes.
- Designed the system architecture to ensure scalability and performance, seamlessly integrating cloud platforms and APIs for enhanced functionality.
- Tech Stack: ReactJS, NodeJS, Express, Vercel, Firebase.

ParaGO | Full Stack Development | [Repo](#) | [Preview](#)

- Designed the user interface to address user needs while delivering an exceptional and intuitive user experience.

- Developed key system components and collaborated with a team of developers, iterating through testing cycles to refine functionality and design.
- Tech Stack: ReactJS, NodeJS, Express, MongoDB.

Foodiego | Frontend Development | [Repo](#) | [Preview](#)

- Developed a platform for students, home cooks, and chefs to create, share, review, and download recipes.
- Refined through iterative design, starting with low-fidelity prototypes and progressing to high-fidelity designs, incorporating continuous user feedback at each stage to ensure an optimal and seamless experience for end users, followed by careful development to bring the vision to life.
- Stacks: ReactJS, Material UI, ReCharts, html2canvas.