Jofred Cayabyab

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Skills

Languages: JavaScript, Python, Java, C++, C, SQL, HTML, CSS, VB.NET, MATLAB

Tools and Technologies: React, Redux, Node.js, Express, MySQL, PostgreSQL, SK-Learn, Flask, Oracle, MongoDB, UiPath, Git

Education

University of Calgary

Sep 2017 – May 2022

- Bachelor of Science in Software Engineering **GPA: 3.97/4**

Relevant Coursework: Data Structures and Algorithms, Principles of Software Development (OOP), Computer Organization (Assembly), Software Architecture and Design Patterns, Operating Systems, Database Design

Experience

Code the Change YYC Director of Technology & Project Lead

Nov 2019 - Present

- Oversee the development of four open-source tech projects for local non-profit organizations
- Lead a team of 5 students to develop a language model for the YWCA to classify critical incident reports (CIRs)
- Created a language server for intelligent autocompletion and client risk assessment using **Flask** and **SK-Learn**, achieving >70% test classification accuracy
- Organize and instruct learning workshops for less experienced software developers

Encana Student System Analyst

May 2019 – Aug 2019

- Saved 30 hours per month of repetitive data-entry work by automating multiple administrative processes using **UiPath** and **FME**
- Designed multiple RPA processes using **UiPath**, including an automatic document downloader and a login checker
- Eliminated invoice processing error rates by 100% by writing an invoice parsing RPA in **UiPath**
- Streamlined asset management by creating interactive report generation software with **Oracle PL/SQL** scripts

Student Organization for Aerospace Research Software Developer

Sep 2018 – May 2019

- Implemented automatic parachute deployment by programming sensors and equipment on STM32 microcontrollers
- Implemented malformed packet recovery by developing a byte-stuffing algorithm in **C**, reducing system failure rates by 50%
- Improved testing and debugging workflow of avionics software with a **Python** program for simulating ground systems signals

Projects

VimRace vimrace.com

Aug 2018 – Sep 2018

- Designed a multiplayer browser game with **React** and **socket.io** where users can race against each other in a browser-integrated Vim terminal
- Implemented a matchmaking system to create games with similarly skilled players
- Implemented seamless user login through **Google OAuth** and **Passport.js**

Technical skills gained/improved: **PostgreSQL, Node.js, Express, React Hooks + Context API, Redux, socket.io**

datespot datespot.surge.sh

Nov 2018

- Developed a web application using the **Google Maps API** to recommend date locations to users

Technical skills gained/improved: **React, Redux, JavaScript**