Jared Kyle E. Leonano

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Work Experience

Aqwire **February 2025 – April 2025**
Software Developer Intern *Makati, Philippines*
- Revamped user settings experience by building a streamlined React interface, enhancing data accessibility and management.
- Engineered robust backend systems with Python and PostgreSQL to validate and securely store user contact and address data, reducing errors and boosting efficiency.
- Automated account verification workflow by implementing email notification systems in Go, improving response times and user onboarding.

UST Varsitarian **January 2024 – May 2024, January 2025 – May 2025**
Front End Developer *Manila, Philippines*
- Collaborated as part of the core development team responsible for designing, delivering, and maintaining a customized scoreboard solution to be served during the annual university wide quiz bee for two consecutive years, ensuring responsive design, real-time updates, and adaptability to evolving client requirements.
- Built a real-time, responsive interface using Electron.js, empowering clients to seamlessly update and track live scores during events.
- Designed separate admin and audience panels to streamline score management, allowing administrators to update scores discreetly in a dedicated interface hidden from the public view.
- Implemented engaging visual elements and dynamic animations with React and Tailwind to enhance the audience's experience while following score updates.

Tony&Tony **December 2023 – January 2024**
Front End Developer *Manila, Philippines*
- Developed a fully responsive web layout using HTML, CSS, and JavaScript to showcase a startup soap brand's product line, boosting cross-device accessibility and brand visibility.

Projects

Ableton Website Mockup **May 2025 – June 2025**
Front End Developer
- Recreated the Ableton "About" page with a modern web design approach, aligning with current UI/UX standards and visual branding.
- Replicated layout, animations, and responsiveness with React and Tailwind, applying front-end best practices to deliver a polished, industry-grade user experience.

8-Bit: CICS Faculty Attendance Monitoring System **August 2023 – December 2024**
Front End Developer *Manila, Philippines*
- Led front-end development of a fully responsive UI using HTML, CSS, and JavaScript, ensuring seamless performance across desktop and mobile platforms.
- Collaborated closely with the back-end team using Django to ensure smooth integration of APIs and seamless data flow throughout the system.

Coffee-8 **October 2023 – December 2023**
Software Developer *Manila, Philippines*
- Built a mobile application in Kotlin which enables users to run games on one of the earliest video-game emulators, Chip-8.
- Designed and configured an intuitive user interface, optimizing layout for mobile responsiveness and usability.

Leadership

Thomasian Gaming Society **August 2024 - May-2025**
- Co-founded a gaming-focused organization dedicated to fostering an inclusive and welcoming community for video game enthusiasts.
- Collaborated with team members to develop initiatives that promote community growth, participation, and shared passion for gaming.

Education

University of Santo Tomas **August 2021 – June 2025**
Bachelor of Science in Computer Science (GWA: 1.5, equivalent to ∼ 3.7 GPA in U.S. scale) *Manila, Philippines*
- Awards: Cum Laude, Consistent Deans Honor List

Skills

Languages: Python, JavaScript/Typescript, Java, PHP, Go, SQL, PostgreSQL
Frameworks/Libraries:React, Tailwind CSS, Flutter, Django
Developer Tools: Git, Figma
Language Proficiency: Fluent English, Fluent Tagalog

Certifications

Responsive Web Design – freeCodeCamp (September 2022)

Scientific Computing with Python – freeCodeCamp (February 2025)