

JEJOMAR PARRILLA

SOFTWARE ENGINEER

PERSONAL PROFILE

Computer Science graduate with solid experience in full-stack development using Laravel, Vue.js, and Django. Proficient in JavaScript, PHP, Python, and SQL, with a strong grasp of SPA, MVC, and DTO patterns. Known for writing clean, modular code, adapting quickly to new technologies, and collaborating effectively in agile development teams.

CONTACT DETAILS

- (+63) 948-589-7312
- parrillajejomar@gmail.com
- Brgy. Ipil, Ormoc City, Leyte
- https://je-joestar24.github.io/portfolio

SKILLS AND EXPERTISE

- Full-stack web development
- Frontend (Vue.js, Tailwind CSS)
- Backend (Laravel, Django, web2py)
- Clean, modular coding
- API integration & debugging
- Git & version control
- Agile collaboration
- Database design (3NF, SQL)
- Problem solving
- Strong communication skills

LANGUAGES

- Filipino (Fluent)
- English (Intermediate)

EDUCATIONAL HISTORY

BS in Computer Science

Western Leyte College | 2021 - 2025

- Graduated Magna Cum Laude
- Programmer of the Year 2025
- Capstone Project of the Year 2025
- LGU Scholar Awardee
- Academic focus: Full-stack development, software architecture, database design
- Capstone: Crime Guard System SPA & MVC
- Represented the college in major programming competitions:
 - EVCO Regional 3rd Place (2023),
 Champion (2024)
 - iSITE National Level Java and Python

WORK EXPERIENCE

Revolution of Kitten, Inc.

Intern Software Engineer | Feb 2025-June 2025

- Led mobile responsiveness implementation for the Azusa (Normal User) interface using Vue.js, Oruga-UI, and CSS Grid/Flexbox
- Developed, debugged, and maintained features in the Matterport SDK JavaScript library for 3D visualization and interaction
- Improved performance in the Architwin Basic Project by removing redundant API calls and introducing client-side caching using localStorage
- Fixed key bugs in server-side rendering and SDK integration, enhancing load time from 50s to 8s
- Actively participated in daily agile standups, sprint planning, and team debugging sessions using GitLab, Redmine, and Slack