

Johnrick Eria Rabara

Full Stack Web Developer | Quality Assurance | UI/UX Design

Graduate Bachelor of Science on Computer Engineering

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Location: Philippines

PROFESSIONAL SUMMARY

Motivated and detail-oriented entry-level developer with 2 years hands-on experience in front-end development and back-end development, experienced in Python Environment with Python GUI, IoT and Web Development, UI/UX design, Quality Assurance and full-stack deployment. Completed 400 hours of industry-aligned training, including a capstone project and real-world internship experience. Skilled in React.js, MVC architecture, jQuery, and data structures, with practical knowledge of deployment tools like Vercel and Render.

Demonstrated ability to design user-centric interfaces using Figma, conduct quality assurance testing across mobile and web platforms, and collaborate in Agile team environments. Eager to contribute to innovative projects and grow as a software or front-end developer in a

PROFESSIONAL EXPERIENCE

Snapp Ventures Inc.

January 2025 - May 2025

Quality Assurance and UI/UX Design

- Designed interactive UI mockups using Figma, aligned with client requirements and iterative feedback cycles.
- Conducted manual QA testing on Android and iOS mobile apps, identifying bugs and usability issues to ensure cross-platform functionality.
- Collaborated closely with developers and product teams to ensure quality and usability standards across releases.
- Deployed and tested websites using Vercel and Netlify, improving deployment efficiency.
- Completed the On the Job Training with 300 hours required and presented documentation for the school requirements.

Tech Navy Phil

June 2025 - Present

Full Stack Web Development Intern

- Developed and deployed a **Human Resource Information System (HRIS)** website tailored to client specifications, utilizing core technologies: **HTML, CSS, JavaScript, React**, and **Ruby**.
- Implemented both **front-end** and **back-end** components of the web application, ensuring seamless user experience and system functionality.
- Deployed full-stack applications with **Vercel (frontend)** and **Render (backend)**, optimizing for performance, scalability, and ease of access.
- Configured **CI/CD pipelines** by integrating **GitHub repositories** with automated deployments, using **Git webhooks** to trigger updates upon pushes to main or dev branches.
- Using Linux wsl and Ubuntu for the Ruby Environment and Rails Environment for the console and server

Joysis Tech Voc Institution

August 2024 – November 2024

Java Programming NC III

- Gained practical skills in object-oriented programming (OOP) using Java, focusing on problem-solving, logic building, and application development.
- Developed Java-based programs with control structures, arrays, loops, exception handling, and file I/O operations.
- Built simple Graphical User Interface (GUI) applications using Java Swing and implemented basic event-driven programming.
- Applied core programming concepts in real-world exercises and assessments, aligned with TESDA NC III competency standards.
- Demonstrated strong understanding of modular code design, class structures, and Java application workflows.

Direcho Trabaho and Coding School

April 2025 – June 2025

React Framework Bootcamp

- Extensive Training with React framework fundamentals given by mentor trainings, projects, activities and bootcamp proper.
- Developed Capstone Training Blog App with Mock – up design in Figma and Presented on June 30 with 1 months of prototyping and development.
- Built multiple React-based web applications using functional components, React Hooks (useState, useEffect), and React Router for client-side navigation.
- Create a sample project and learn fundamentals of React using Typescript.
- Currently joined community for the coding school and keep updated for new trainings
- Currently also Alumni of the School

WPH Digital Pte Ltd

November 5, 2024 - December 11,2024 and July 14, 2025 - present

Coding Bootcamp

- Extensive Training with C# console using Visual Studio with 10 working days proper
- Created C# console troubleshooting Rock Paper Scissors application
- Implemented Capstone Project Todo: Task with MVC pattern.
- Extensive Training with Front end programming HTML, CSS, Javascript fundamentals with 10 days proper.
- Extensive Training with Generative AI with 3 days proper, 1 day for Cybersecurity and 1 day of Cloud Services. Total of 25 consecutive working days
- Experienced Interactive Quiz Application, real world application projects, and special exam proper.

Technovative Training Center

February 01, 2024 - April 05, 2024

Mechatronics Servicing NC II

- Acquired technical skills in the installation, maintenance, and repair of mechatronics systems, integrating mechanical, electronic, and computer control technologies.
- Trained in the use of PLC (Programmable Logic Controller) systems for automation tasks, including wiring, programming, and troubleshooting industrial equipment.
- Applied knowledge in electro-mechanical components, sensor systems, actuators, and basic pneumatics/hydraulics.
- Interpreted electrical diagrams, ladder logic, and schematic symbols for diagnostics and servicing tasks.
- Demonstrated hands-on proficiency in assembling control systems, conducting preventive maintenance, and ensuring safety compliance based on TESDA national competency standards.

TAHA Foundation x Uplift Code Camp

April 20, 2025 - present

Front end Programming Bootcamp

- Completed extensive hands-on training in front-end development, mastering core web technologies: HTML, CSS, JavaScript, and the React.js framework.
- Built responsive and interactive user interfaces, applying modern design principles and accessibility standards across various projects.
- Presented individual and group projects simulating real-world web applications, demonstrating functional UI, state management, and user experience design.
- Gained exposure to component-based architecture, React Hooks, and client-side routing with React Router.
- Participated in weekly progress updates, peer code reviews, and received one-on-one mentorship, focusing on technical proficiency and problem-solving.
- Adapted quickly to diverse tech stacks and learned new tools on-the-fly (e.g., Git, Tailwind CSS, deployment via Vercel) to meet project objectives.

Telecall Institute of Technology Inc.

April 11, 2024 - May 07, 2024

Creative Website Design and UI/UX Programming

- Designed high-fidelity website mockups and prototypes using Figma, applying core UI/UX principles such as visual hierarchy, color theory, and typography balance to improve usability and aesthetic appeal.
- Converted designs into responsive web interfaces using HTML5, CSS3, and JavaScript, implementing layout systems like Flexbox and CSS Grid for adaptive screen behavior.
- Developed interactive elements such as modals, hover states, and form validations, enhancing user interaction and flow.
- Conducted user interface audits and implemented accessibility best practices (WCAG), ensuring designs met usability standards for diverse audiences.
- Created mobile-first layouts, testing responsiveness across various screen sizes using browser dev tools and online emulators.
- Integrated design components with Bootstrap and Tailwind CSS, streamlining development while maintaining consistent visual patterns.
- Participated in design critique sessions and peer reviews, applying iterative feedback to improve functionality and user experience.

EDUCATION

Lyceum of Alabang

August 2021 – July 2025

Bachelor of Science on Computer Engineering

- Developed Capstone Project Sticker Vending Machine integrated with NUC, Arduino Uno and Full stack Python Environment on lot within 6 months of preparation of the start – up presentation.
- Developed Computer Elective, AI and Machine Learning and Computer Vision within 1 year of extensive learning with Python Environment and met its requirements
- Presented a Documentation and Capstone Project with Faculty Attendance Monitoring System using PHP, HTML, CSS and Javascript within 3 months.

SKILLS

- **Web Development:** HTML, CSS, Javascript, Typescript, React, PHP, Laravel, Ruby on Rails, .NET Core.
- **Robotics:** C++, Arduino
- **Graphic Design:** Canva, Adobe Creative Studio, Figma
- **Technologies and Tools:** Git, AWS, Visual Studio, Visual Studio Code, Sublime Text
- **Leadership:** Community building, Mentorship Program, Volunteering

CERTIFICATIONS

DICT Region IV – A – Web Development using PHP

Design Camp – Graphic Design Course Certificate

Technovative Learning Center – Mechatronics Servicing NC II

Campus Devcon – Tech Nexus 2024 Certificate

DICT Region I – AI 101: Artificial Intelligence Understanding

WPH Academy – WPH Coding Bootcamp Certificate

Lyceum of Alabang – Project Management: Guide to Future Project

Virtuals Protocol – Completing Data Scraping Bootcamp II

Cisco Networking – Networking Basics

COMMUNITY & VOLUNTEER WORK

- 3rd year Student Representative (2023 – 2024) – Lyceum of Alabang Association of Computer Engineering Students Society.
- Events Coordinator (2024 – 2025) – Lyceum of Alabang Association of Computer Engineering Students Society.
- VP in Membership (2024 – 2024) – DEVCON Laguna
- ICP Blockchain Volunteer Member (2025) – DEVCON LAGUNA
- Arweave Developer Participant (2024) – Arweave
- Marketing Volunteer – Lyceum of Alabang
- Career Exposition Volunteer – Lyceum of Alabang