

# JAMIEL A. BRIONES



## CONTACT

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**Portfolio:** <https://jamiel.up.railway.app/>

## EXPERIENCE

### PPMSCLUSTER4 | 2025

#### Full Stack Web Development

- Developed a web-based application for the thesis project
- Implemented front-end and back-end functionalities and system logic
- Integrated APIs and managed deployment
- Assisted in documentation and manuscript preparation

### HardStack Legends | 2024

#### Mobile Application Development

- Developed a mobile application
- Designed the user interface and user experience
- Defined and implemented the system flow and application logic

### Robotic Claw Arm | 2024

#### Embedded Systems Development

- Assisted in building the robotic arm and developing its control and functional systems
- Reviewed and tested program code to ensure proper functionality
- Contributed to documentation and preparation of related technical papers

### Autonomous Obstacle-Avoiding and Firefighting Robotic Car | 2024

#### Embedded Systems Development

- Assisted in building and assembling the robotic car and its mechanical components
- Developed and implemented control logic for autonomous navigation, obstacle avoidance, and firefighting functions
- Integrated sensors, motors, and control modules for coordinated operation
- Conducted system testing, calibration, and troubleshooting

### Veterinary Clinic System | 2023

#### Full Stack Web Development

- Developed a web-based clinic management system
- Implemented front-end and back-end functionalities and system logic
- Designed database structure and integrated APIs

### Supplier Ordering System | 2023

#### Desktop System Development

- Developed a desktop-based ordering and inventory management system
- Designed the system flow, user interface, and database structure
- Implemented core functionalities and business logic
- Tested and debugged program code for reliability

## **Pixel Box Wars | 2023**

### **Full Stack Web Development**

- Developed a web-based game with interactive gameplay and responsive UI
  - Implemented front-end graphics, animations, and user interface
  - Developed back-end game logic, scoring system, and data handling
  - Tested functionality and ensured smooth game performance
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## **EDUCATION**

### **Bachelor Of Engineering Technology Major in Computer Engineering Technology**

**| 2022–Present**

Technological University of the Philippines – Cavite

- 3<sup>rd</sup> Year Second Semester Dean's Lister

### **Science, Technology, Engineering and Mathematics | 2020–2022**

Philippine Christian University – Cavite

- Consistent Honor Student
- Graduated with High Honor

### **Junior High School | 2016–2020**

Luis Y. Ferrer, Jr. North National High School

- Consistent Honor Student
  - Graduated with Honor
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## **SKILLS**

### **Core Skills**

- Full Stack Developer
- Analog Electronics Basics
- Time Management
- Problem-Solving
- Logical Reasoning
- Database Management

### **Software Development**

- Python
- Kotlin
- C++
- HTML & CSS
- JavaScript
- SQL

### **Application and Tools**

- Github
- Microsoft Excel, Word, PowerPoint
- Railway
- Lucidcharts
- Paradigm
- Canva
- Balsamiq

## **CHARACTER REFERENCE**

### **Dr. Alvin A. Genito**

SIT Coordinator, Technological University of the Philippines – Cavite

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