

Wilfred Naraga

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EDUCATION

- **West Chester University of Pennsylvania** West Chester, PA
Bachelor of Science in Computer Science

EXPERIENCE

- **Seoul** Springfield, PA
Front End Engineer *September 2024 - June 2025*
 - **Web Platform:** Collaborated with managers to design a website using React/Node.js that drove 80% of new customer acquisition within the first 3 months.
 - **Reservation System:** Implemented a scalable booking feature that reduced manual task and handles 100+ weekly reservations.
 - **Mobile-First Redesign:** Took mobile-first approach that enhanced the user experience on mobile devices..
- **Hearing Loss Association of America** Chester County, PA
Front-End Developer *August 2024 - January 2025*
 - **Website Redesign:** Alongside a team of developers and manager we designed and developed a aesthetically improved website for the National Hearing Loss Association with a focus on accessibility.
 - **Mobile-First:** Was responsible for implementing a design strategy to enhance accessibility and usability across different devices to ensure seamless navigation on mobile screens for impaired users.
 - **Improved Usability:** Redesigned site structure to make key pages and information more accessible to the association's 500+ monthly frequent visitors.
- **Lua Engineering Internship** Philadelphia, PA
Intern *June 2023 - July 2023*
 - **Core Gameplay Implementation:** Developed Lua scripts for player spawning systems and real-time leaderboards that supported 500+ daily active users, becoming foundational components for 3 subsequent game features.
 - **Mentorship & Collaboration:** Worked closely with an experienced engineer, receiving hands-on guidance in Lua scripting, debugging, and best practices for scalable game development.

PROJECTS

- **Model Context Protocol Server for Monad Testnet(React, TypeScript, Solidity):** Built a set of developer utilities that interact with Monad and Ethereum testnets to simplify contract testing and debugging.
 - **Blockchain Development:** Built a TypeScript MCP server with over 13 developer tools for Monad and Ethereum testnets, enabling contract calls, calldata decoding, ERC-20/721 analysis, gas estimation, and block/transaction inspection to streamline smart contract testing and debugging.
 - **Developer Tools:** Focused on creating simple CLI commands and organized output to help other developers quickly analyze transactions and test deployments.
- **External Game Assistant (C++, Windows API):** Developed an external aim assist application for Counter-Strike: Global Offensive (CS:GO), using in-game vectors.
 - **Memory Manipulation:** Implemented memory reading and writing techniques using Windows API to interact with the CS:GO game process, enabling real-time data retrieval for player and entity positions.
 - **User Experience:** Enhanced usability by implementing aim smoothing and customizable key bindings to ensure natural and responsive in-game interactions.
- **Pokémon E-commerce Website (React, .NET, PostgreSQL, Stripe):** Founded a startup selling Pokémon cards and booster boxes online.
 - **Full-Stack Development:** Implemented a React front-end with responsive design, integrated with a .NET backend and PostgreSQL database to manage products, orders, and inventory.
 - **Stripe Payments:** Integrated Stripe PaymentIntents for secure online payments and handled webhooks to update order status in real time.
 - **API Design & State Management:** Designed RESTful APIs in .NET for products, cart, and checkout; managed cart state across sessions with React Context API.