### ALEXANDRA C. TRESE

INFORMATION TECHNOLOGY PROFESSIONAL

#### **CONTACT INFORMATION**

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- alexandratrese@gmail.com
- in linkedin.com/in/alextrese

#### **PORTFOLIO**

- www.devalextrese.me
- 🔘 github.com/alextrese

#### TECHNICAL SKILLS

- Software Development
- Project Management
- DevOps
- UI/UX
- QA
- Networking / Troubleshooting

# PROGRAMMING LANGUAGES, TOOLS & FRAMEWORKS

- Java
- Python
- Flutter
- PHP | Laravel | JavaScript
- MySQL
- React | ReactJS | ReactNative
- Adobe Photoshop | illustrator

#### **CORE WORK SKILLS**

- Problem Solving
- Computational Thinking
- Work Ethics
- Teamwork & Collaboration
- Flexibility & Agility
- Trainability

#### PROFILE SUMMARY

An Information Technology graduate and software developer with demonstrated proficiency in developing modern business solutions using up-to-date technologies and best practices. Experienced in mobile app development and skilled in Flutter, Java, Python, ReactJS / ReactNative, Unit Test, and REST API. Familiar with backend core technologies like Laravel, PHP, and MySQL. Diligent, resolute, and can work independently but works best with a team where ideas are shared and tested. Advocates accessible and inclusive IT education through involvement with various IT communities.

#### **EDUCATION AND CERTIFICATIONS**

### BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PHINMA Araullo University |June 2017 - April 2021

- Specializing in System Development
- Certificate of Completion, Cloud Computing Architecture | AWS Academy
- Certificate of Completion, Project Management | Udemy
- Certificate of Proficiency in Java | StackTrek Enterprises

#### RELEVANT EXPERIENCE

#### SOFTWARE DEVELOPER - INTERN

Boom Technologies (Mandaluyong City) | Dec 2020 - Mar 2021

Worked remotely with a team of developers and project managers to develop modules for a CRM (Customer Relationship Management) system using Laravel and PHP

- Standardized and simplified codes of modules
- Set up base project structure (architecture, services, utilities, assets)

#### **PROJECTS**

### LALALAB HEALTH CARE MOBILE APP FOR IOS & ANDROID Capstone Project | Jun 2020 - Oct 2020

iOS | Android | Flutter | Java | SQLite | PHP | Cloud Firestore | MySQL | Adobe XD | Android Studio | Sublime Text | Git | REST APIs | Volley

Worked with a team to design and develop a mobile app to automate the facilitation of consultation bookings, lab processing, and pharmacy orders in Southwestern University Medical Center.

- Ensures user-friendliness, responsiveness, and consistent performance for both iOS and android users.
- Used by the medical personnel and clients of SWU Medical Center.
- Won Best Capstone Project of the Year for the BS IT program.

### COVID-19 TRACKER MOBILE APP FOR ANDROID Personal Project | Apr 2020 - Oct 2020

Android | Java | Adobe XD | Android Studio | Git | REST APIs | Volley

Designed, developed, and published an android app to track COVID-19 cases nationally and globally.

- Monitors and displays total number of cases, active cases, deaths, recoveries, cases under critical condition, fatality rate, and recovery rate at any given date.
- Customizable display data based on filters set by the users.
- Downloaded by more than 1000 users as of October 2021.

#### JUAND: PROTECTOR OF HARIBON MOBILE GAME FOR ANDROID Client-given Project | Apr 2019 - Jun 2019 PixelHub Creative Agency (Cabanatuan City)

Android | C# | Adobe XD | Blender | Unity | Visual Studio | Git

Designed and developed an android game to create an enjoyable experience and raise awareness about Haribon, an endangered species of eagle found in the forests of the Philippines.

 Features a simple, intuitive, and engaging 3D runner game where players swipe to turn, jump, and slide to avoid obstacles as they race down farms, forests, and small villages. Players can also collect items and unlock new characters

#### **ACTIVITIES**

### PROGRAMMING CIRCLE - MEMBER & STUDENT LEADER Student Organization, PHINMA Education | Jun 2017 - Mar 2021

- An active member of the organization since June 2017 and served as president from June 2019 to March 2021.
- Organized school-based seminars, conferences, and competitions by partnering with tech companies and organization.
- Collaborated with various tech communities that support accessible and inclusive IT education especially for low-income students

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