KARL BEJERANO

Butuan City, Philippines

+63 954 382 9784
iamkbejj@gmail.com
karlbejerano.netlify.app

SUMMARY

I'm a junior full-stack web developer with experience in Next.js, Svelte, React, Node.js, Express, Supabase, Strapi, PostgreSQL and MySQL. I specialize in building scalable, real-time applications and have a strong focus on performance. Additionally, I have expertise in Minecraft plugin development using Spigot, Paper, BungeeCord, and NMS to create custom gameplay features. I'm also skilled in mobile development with React Native Expo, including camera integration, Google Maps, offline storage, and API-driven apps. I'm passionate about problem-solving and always eager to learn and apply new technologies. Let's build something great together!

EXPERIENCE

Freelance Developer
Upwork   **2021 - Present**

I work as a freelancer on Upwork, delivering development services across web, mobile, and Minecraft server projects. I've collaborated with clients and teams on a wide range of tasks, including custom plugin creation, game feature implementation, full-stack web development, and mobile app builds. Through these projects, I've gained valuable experience in adapting to different workflows, meeting client expectations, and delivering reliable, efficient solutions in both independent and team-based environments.

Software Developer Intern
Office Of Civil Defense - Butuan, Bancasi   **February 2025 - May 2025**

I worked as an intern at the Office of Civil Defense Caraga, where I developed three internal systems aimed at improving their operational efficiency. During my internship, I was responsible for designing, building, and deploying these systems from the ground up, which included features for data management, task tracking, and emergency coordination. This experience allowed me to apply my skills in full-stack development while contributing to meaningful solutions in a government setting. It also strengthened my ability to work independently, manage time effectively, and deliver practical tools under real-world requirements.

Contract Developer
Hydreon - Eden Prairie, MN   **January 2024 - October 2024**

I worked as a contract developer at Hydreon, collaborating with other contract developers to convert Minecraft Bedrock Edition game modes written in PHP into Java for the Java Edition. My role involved analyzing and translating gameplay mechanics, systems, and logic while preserving the intended player experience across platforms. This required a deep understanding of both Bedrock and Java Minecraft architectures. Working closely with the team, I helped ensure smooth transitions, consistent functionality, and improved performance. This experience sharpened my skills in game logic translation, platform-specific optimization, and collaborative problem-solving.

Lead Minecraft Developer
Space Games   **December 2022 - June 2023**

I was the sole Minecraft developer in a 7-person startup working on a unique tournament project that aimed to broadcast Minecraft gameplay via satellite to be viewed from space. Handling all aspects of the Minecraft side alone-server setup, plugin development, and optimization—was both challenging and rewarding. I faced and solved many technical issues independently, gaining valuable experience in server management, real-time gameplay systems, and problem-solving under pressure.

EDUCATION

Information Technology (Bachelor's)
Father Saturnino Urios University - Butuan • July 2018 - May 2025

SKILLS

HTML, CSS, JavaScript, TypeScript, React, NextJS, Svelte, TailwindCSS, React Native (Expo), Redux, Shadcn, NodeJS, ExpressJS, NestJS, Prisma, Docker, Git, Redis, PostgreSQL, MySQL, Supabase, Java, Spigot, Paper, BungeeCord, NMS