Alfonz Montelibano

Full-Stack Web Developer / iOS Developer

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EMPLOYMENT

Robot Application & Full-Stack Web Developer, G-Angle Entertainment Cebu
May 2016—Present
- Designed and developed applications and CMS for Pepper, a humanoid robot, using Python, web technologies and public 3rd-party APIs
- Designed and developed in-house web systems, web apps and back-end APIs using frameworks like Laravel, React.js, Vue.js

Web Developer & iOS Developer, Chromedia Far East Inc.
Apr 2015—May 2016
- Developed web systems, web apps and CRM software for startups
- Designed the database and developed a social network iOS app for a business with back-end API integrations

Game Designer & Developer, AZ Technical Laboratory
Nov 2014—Feb 2015
- Designed and developed mobile games that feature fun gameplay, multiplayer modes, online leaderboards and social media integration.

Freelance Web Designer & Developer
Mar 2014—Oct 2014
- Designed and developed websites, landing pages and Wordpress templates for various clients and organizations.
- Created designs for layouts, branding, and social media graphics

EDUCATION

University of San Carlos – BS Computer Science, AY 2010—2014

MSU-IIT Integrated Developmental School – Secondary School, 2006—2010

LECTURES CONDUCTED

Game Dev Workshop: USC GameCon
University of San Carlos, Dec 2016

Unity Game Dev Workshop
USJR Basak Campus, Mar 2016

1st USC GameCon
University of San Carlos, Nov 2015

Tech 101: Game Development
University of San Carlos, Feb 2014

SKILLS

Web
HTML5, CSS3, Javascript, jQuery, React.js, Vue.js
Bootstrap, Semantic UI, SASS & LESS, npm, yarn, Gulp, webpack
LAMP stack (Linux, Apache, MySQL, PHP, Laravel, Slim)
Node stack (Node.js, Express, MongoDB)
RESTful API, Amazon Web Services EC2 and S3

Other
iOS (Swift), Python
Unity (C#), LÖVE (Lua)
Git, UNIX computing

Design
UI/UX Design for Mobile/Web
Graphic Design
Photoshop