ARCHIE A. ALBARICO

albarico@stcecilia.edu.ph | Github | Portfolio | +63 963 463 6306

Summary

Information Technology student seeking an entry-level Developer or On-the-Job Training (OJT) position from January to April 2026 (minimum 500 hours). Proficient in the full-stack development life cycle, having successfully built and deployed one cross-platform application. Ready to apply technical skills in a team environment. Eager to gain professional experience and learn new frameworks and languages.

Skills

Programming Languages: PHP, Javascript, Java, HTML, CSS, Typescript, MySQL
Frameworks, Tools & Others: React JS, Capacitor, QGIS, Git, React Native, Bootstrap, Tailwind CSS, Agile, Github Actions

Experience

Capstone Project – Web-Based Information System   St. Cecilia's College–Cebu, Inc.
Main Developer | Researcher | QA   2024 – 2025

- Led development of a **full-stack cross-platform** web application integrating GIS mapping for cemetery plot management using **Agile iterative-driven development.**
- Optimized admin and staff workflow of Finisterre Gardenz, transitioning from **paper-based inventory → Excel → manual map editing → printed maps** to a fully digital system, improving operational efficiency by **70%.**
- Implemented r**eal-time inventory tracking**, reducing manual errors by **35%.**
- Developed **turn-by-turn navigation with voice guidance**, enhancing user navigation efficiency by **50%.**
- **International Presentation**: Successfully presented the research paper and application demo titled **"Cemeterease: A GIS-Based Cross-Platform Plot Inventory & Navigation System"** at the **International Conference on Information Technology Education (ICITE 2025)** in Vietnam as one of the school representatives.

Projects

- **CemeterEase:** Developed a **GIS-powered, cross-platform system** for cemetery plot inventory, **real-time tracking, and navigation**, resulting in a **50% reduction in time spent** locating plots. The solution included integrated web and Android applications featuring **turn-by-turn navigation with Text-to-Speech (TTS)** capabilities, successfully implemented for Finisterre Gardenz, **serving over 5,000 plots**.
- **AskMeBot:** Simple **Retrieval-Augmented Generation (RAG) chatbot** designed for accurate AI-powered assistance. Provides replies based *only* on stored FAQs in a vector database, ensuring clear and direct information with **90% accuracy** (no made-up answers). Automatically logs unmatched queries that do not exist in the vector database and categorizes them based on user intent and frequency for content gap analysis and future database improvements, **identifying an average of 5 new high-priority FAQs monthly**.
- **Queen'z POS and Inventory Management System:** A **desktop-based Point of Sale (POS) and inventory management system** built for Queen'z, a small fashion retail business in Ward II, Minglanilla. The system helps resolve issues in inventory tracking, inefficiencies, and errors, **reducing manual inventory errors by 85%**. It features a simple POS interface for sales, **real-time inventory management with low-stock alerts**, monthly sales reports, and Excel data import for **seamless migration of existing records in under one minute**.
- **Shoptify:** A **desktop-based shopping application built with Java**, applying **Object-Oriented Programming (OOP) principles**. It features role-based access, where customers can browse products, manage carts, checkout, rate

items, and leave feedback, while admins handle inventory, product updates, and customer reviews. This project highlights my skills in **GUI design, secure database integration, and robust backend development**.

- **[Self Thoughts:](#)** A **digital diary application built with React Native** that allows users to write and manage journal entries. It supports **cross-device sync with Firebase**, offline access, and features like undo/redo and auto-save for a **seamless and reliable writing experience**.

Education

St. Cecilia's College–Cebu, Inc.   Minglanilla, Cebu
Bachelor of Science in Information Technology (BSIT) – 4th Year   Expected Graduation (2026)

- Capstone Project: "CemeterEase: A GIS-Based Cross-Platform Plot Inventory & Navigation System"
- 1st Place, Web Designing Competition (2024–2025)

Skills

- **Agile Development:** Proficient in Agile methodologies, contributing to iterative and collaborative project cycles.
- **Troubleshooting:** Experienced in diagnosing and addressing technical challenges as they arise.
- **Team Collaboration:** Effective team player with excellent written and verbal communication skills.
- **Adaptability & Learning:** Quick learner, comfortable mastering new tools, frameworks, and technologies rapidly.
- **Precision & UX Focus:** Ensures flawless design implementation and a seamless user experience in every project.
- **Time Management & Prioritization:** Delivers tasks on time while balancing multiple projects.
- **Creativity & Innovation:** Applies creative approaches to problem-solving and user-focused design.