


Arvin Laya

Alapan 1A, Phase 1, ACM Woodstock Homes, Imus, Cavite, 4103

arvinsiason.laya@gmail.com • 0925 455 8406

 <https://github.com/arvinlaya/>

Education

Technological University of the Philippines, Manila Bachelor of Science in Computer Science <ul style="list-style-type: none">Cum LaudeGPA: 1.56	Aug 2019 – Aug 2023
Arellano University – Jose Rizal Campus Senior High School, Information Communication Technology <ul style="list-style-type: none">Graduated with honors	June 2017 – April 2019
Navotas National High School Junior High School <ul style="list-style-type: none">Graduated with honors	June 2013 – March 2017

Experience

ChatGenie PH Software Engineer <ul style="list-style-type: none">Engages with back-end tasks which include but not limited to database query optimizations, architectural enhancements, and issue resolution for a robust and efficient system operation utilizing GraphQL and Ruby on Rails.In charge of integrating third party shipping provider Ninja Van.Mentored software engineering interns by providing guidance and feedback through thorough code reviews and pull requests.Initiated and led a once-a-week codebase maintenance with the purpose of improving the quality, stability, and maintainability of ChatGenie's product codebase.In charge of implementing users' activity tracking by integrating Firebase Analytics, CleverTap, and Meta Pixel.In charge of rewriting the code for front-end and back-end aspects of ChatGenie's in-app stores.Regularly facilitates the deployment of tasks to production environments through pull requests and handling deployments using Kubernetes CLI.Works on front-end to enhance user experience and develop a polished user interface for the merchant dashboard of ChatGenie's product, utilizing the capabilities of Vue and Haml.	June 2023 - Current
ChatGenie PH Software Engineer Intern <ul style="list-style-type: none">An internship program from ChatGenie that focuses on learning and applying Vue and Ruby on Rails in the development of business applications.	March 2023 – June 2023
Google Developer Student Clubs – TUP Manila Core Member under the Department of Technology <ul style="list-style-type: none">Plan and develop products that advocate latest Google technologies to students.Collaborated with fellow GDSC TUP Manila organization members in creating technological solutions using Google technology for society.	Dec 2021 – Aug 2022

Projects

- Bomberman Remake: A recreation of Bomberman with new weapons and monsters using C++ and SDL2
- Computer Programming 1 Project: SnakeEquation, a game of snakes which lengthens once the player solves the arithmetic equation using C and SDL2.
- Software Engineering 1 Project: TUPOpenStat, a surveying website dedicated to providing qualitative and quantitative user feedback using HTML5, CSS, JavaScript, CodeIgniter 3, PHP, and SQL.
- Software Engineering 2 Project: New Vision, an e-commerce website that sells eyeglasses complete with both customer and admin dashboards using HTML, CSS, JS, Bootstrap, Express JS, PHP, Node JS, and MongoDB.
- Google Developer Student Club website: A website dedicated to showcasing the events and happenings in GDSC using HTML, CSS, JS, Bootstrap, Python, and Django.
- Capstone Project: AR Mafia, an online augmented reality game inspired by the Mafia or One Night Werewolf game using Unity, C#, and Blender.

Technical Skills

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| • Ruby on Rails | • C++ | • JavaScript |
| • Ruby | • C# | • Vue |
| • GraphQL | • HTML 5 | • React |
| • Java | • CSS | • Git |
| • C | • SCSS | |

Trainings

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| • Introduction to HTML 5 , University of Michigan, Coursera | August 2021 |
| • Java Programming Masterclass covering Java 11 & Java 17 | August 2021 |

Achievements

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| • TUPM Compass Code Wars 2020 - C Programming 1 st Runner Up | February 2020 |
| • University of Makati 9th I.T Skills Olympics 2019 – Microfinance 3 rd Placer | September 2019 |

Additional Information

- **Languages:** English and Filipino
- **Interests:** Programming, Object Oriented Programming, Computer hardware, Dog