Arvin Laya

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

arvinsiason.laya@gmail.com ● 0925 455 8406

 https://github.com/arvinlaya/

Portfolio: https://arvinlaya.github.io/portfolio/

Education

Technological University of the Philippines, Manila   **Aug 2019 – Aug 2023**

Bachelor of Science in Computer Science

- Cum Laude
- **GPA**: 1.56

Arellano University – Jose Rizal Campus   **June 2017 – April 2019**

Senior High School, Information Communication Technology

- Graduated with honors

Navotas National High School   **June 2013 – March 2017**

Junior High School

- Graduated with honors

Experience

ChatGenie PH

Software Engineer   **June 2023 - Current**

- 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.

ChatGenie PH   **March 2023 – June 2023**

Software Engineer Intern

- An internship program from ChatGenie that focuses on learning and applying Vue and Ruby on Rails in the development of business applications.

Google Developer Student Clubs – TUP Manila   **Dec 2021 – Aug 2022**

Core Member under the Department of Technology

- 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.

Projects

- Bomberman Remake: A recreation of Bomberman with new weapons and monsters using C++ and SDL2

- Computer Programming 1 Project: SnakEquation, 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

- Ruby on Rails
- Ruby
- GraphQL
- Java
- C

- C++
- C#
- HTML 5
- CSS
- SCSS

- JavaScript
- Vue
- React
- Git

Trainings

- **Introduction to HTML 5**, University of Michigan, Coursera — August 2021
- **Java Programming Masterclass covering Java 11 & Java 17** — August 2021

Achievements

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

Additional Information

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