

Craig Ondevilla

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SUMMARY

Software Developer with hands-on experience in full-stack development, RESTful API design, and database management. Built real-time browser-based games, cross-platform tools, and productivity-enhancing extensions. Strong background in debugging, agile development, and delivering scalable web applications using frameworks like React, Next.js, and Supabase.

EDUCATION

University of Illinois Urbana-Champaign <i>Bachelor of Science in Computer Science; GPA: 3.69/4.00</i> <ul style="list-style-type: none">Relevant Coursework: Web Programming Software Design Lab Data Structures System Programming Computer Architecture Programming Languages	Champaign, IL Mar. 2021 - May 2025
Parkland College <i>Associate-level Coursework; Dean's List (2021-2023)</i>	Champaign, IL Mar. 2021 - Mar. 2023

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Java, C/C++, HTML/CSS, SQL
Frontend: React, Next.js, Tailwind CSS, SASS, Shadcn/UI, WebGL
Backend: Node.js, Express, RESTful services, Supabase, PostgreSQL, Docker
Tools & Platforms: Vercel, Git, GitHub Actions, VS Code
Design & Media: Adobe Creative Suite, Procreate, Blender, Unity, Unreal Engine

EXPERIENCE

News Reporter <i>Illini Media Group</i> <ul style="list-style-type: none">Built “News Template Presets,” a browser extension that streamlined WordPress article creation—cut publishing time by 20%.Adopted by lead editor to accelerate publishing; recognized for improving newsroom workflow by 15%.Integrated ChatGPT into editorial workflows, reducing average draft time by 30% and increasing output from 3 to 5 articles per writer per week.	Jul. 2024 - Jun. 2025 Champaign, IL
Student Tutor <i>Parkland College</i> <ul style="list-style-type: none">Tutored students in debugging, software testing strategies, and structured programming concepts in Python and C++.Led sessions applying agile methodologies to introduce collaborative coding practices to early CS students.Frequently requested by students for repeat tutoring, with positive feedback shared beyond official sessions.Tutored 50+ students in Python and C++ over 100+ hours, leading to GPA improvements of 0.5-1.0 points.	Jan. 2022 - Dec. 2022 Champaign, IL
Video Editor <i>Freelance</i> <ul style="list-style-type: none">Edited videos and created motion graphics using Adobe Premiere Pro, Photoshop, and After Effects.Created motion graphics intros and edited for YouTubers under strict deadlines.Scripted motion graphics and other visual effects using JavaScript expressions in Adobe After Effects, speeding-up workflows by one hour.	Apr. 2020 - Aug. 2021 Champaign, IL

PROJECTS

Spryfall Unlimited <i>TypeScript, Next.js, Supabase, Tailwind CSS, Shadcn/UI, HTML5, Vercel</i> <ul style="list-style-type: none">Led the full-stack software development of a real-time browser-based game with scalable multiplayer support.Designed and implemented RESTful API endpoints using Supabase for player tracking and game session management.Supported up to 12 concurrent players per game session with zero downtime during testing; achieved 100% uptime on Vercel deployment.Used Supabase’s PostgreSQL database to manage game sessions, player profiles, and role assignments.	Jun. 2025 - Present
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- Handled asynchronous operations to assign random roles and update game state reliably before players are sent to the game.
- Applied application design principles to create a seamless user experience across devices.

News Template Presets | *JavaScript, HTML5, CSS, Extensions API*

Jun. 2025 - Present

- Developed a cross-platform browser extension using the Web Extensions API to automate newsroom article formatting.
- Implemented preset selection, metadata injection, tag entry, and timestamp adjustments to streamline newsroom article creation.
- Enabled users to save and apply their own personalized presets in the browser using localStorage.
- Achieved approval and publication on the Firefox Add-ons Store.

Camelia | *Next.js, Tailwind CSS, Supabase, Github Pages*

Feb. 2025 - Present

- Co-founded Camelia, a web development startup focused on creating sleek and modern websites.
- Established and deployed a mobile-first landing page using Next.js, Tailwind CSS, and Github Pages.
- Conducted outreach and networking efforts, gathering leads from multiple potential clients seeking web development services.

Webbie Pet | *TypeScript, HTML5 Canvas, SASS, Next.js, Node.js*

May 2025 - Jun. 2025

- Designed an interactive browser-based game with real-time character movement, collision detection, and dynamic object spawning using the Kaplay.js library.
- Implemented time-based hunger and feeding mechanics to simulate pet care.
- Produced a shop, money system, and alternate pets to enhance game play variety.
- Designed and created all game assets, including sprites and UI elements.
- Deployed on GitHub Pages for instant web access without downloads.