Xavier Luis J. Ablaza

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Experience

Affiliated LLC

API Developer

December 2017 – Present, Orange, California

⇥ Wrote API documentation for an event ticketing system

⇥ Developed a Stellar backend for ticket issuance and event check-in

- Designed an automated deployment strategy for microservices

- Worked in conjunction with UX designers to determine requirements

User Experience Society

Co-founder

December 2016 – Present, Orange, California

- Led the first UX Society chapter in the USA

- Taught user-centric design processes in design studios

- Fostered a fast design to development process using Hugo

- Started global collaborative development initiatives between chapters

- Build an organizational system to sustain knowledge between members

- Invited 5 industry professionals to give talks on UX design

Vivolytics

IT Project Manager

October 2015 – December 2015, Irvine, California

- Worked with a remote development team

- Created weekly reports on feature developments

- Tested prototypes of the Vivolytics platform and responded to bug fixes

Applica Data Services Inc.

Android Developer

December 2016 – Present, Orange, California

- Utilized various mobile development tools in Java

- Consulted with UI designers to build front-end components

- Focused on using external libraries to expedite design implementation

Education

Chapman University

B.S. Software Engineering

Orange, California

Expected graduation in December 2019

- Dean's Scholarship

International School Manila

Secondary Education

2015 - Manila, Philippines

Expected graduation in December 2019

- International Baccalaureate Diploma

Technical Skills

Languages and Frameworks

Node, MongoDB, MySQL, Hugo, PHP, Postman, HTML, CSS, SASS, Javascript, C#, C++, Python, Java, Android, Stellar, Git, Trello, Kubernetes, Firebase

UX Design

Prototyping

Usability Testing

Contextual Inquiry

Wireframes and Mockups

Adobe XD

Figma

Projects

Stellar Anchor using coins.ph

October 2017 - Present

Writing an API that would allow coins.ph to be used like a payments processor. Allows user to have Philippine peso tokens issued on Stellar that are backed by a coins.ph wallet.

PharmVille Design Specification

October 2017 - December 2017

Created UML diagrams to model the backend of a data tracking app for Chapman's Pharmacy School. Utilized creational, structural, and behavioral design patterns.

SRS for Program Evaluation

October 2017 - December 2017

Created an SRS and wrote unit tests with JUnit to check if a student has fulfilled course requirements for graduation.

Static Website Themes using Hugo

April 2017 - Present

Designed themes using a static site generator. Learned the advantages of deploying fast and using continuous integration. Utilized paper prototyping and contextual inquiry to understand requirements from end-user.

Chapman Radio Website

April 2017 - July 2017

Created high-fidelity mockups for a new Chapman Radio website. Built the website's front-end using Bootstrap and SASS.

ASD Playdate Android App

October 2015 - December 2015

Developed and wrote unit tests for an app that lets parents find playdates for their children. Used Parse Core as a datastore.

88Brothers Inc. Student Intern

June 2015

Created "Keno" - a roulette game using CodeIgniter. Worked in a team with 3 student interns.

Java Plugins for Minecraft using Bukkit

June 2011 - May 2015

Developed open-source game modifications for Minecraft multiplayer servers.