

Christopher M. Palce

09565641269 (cell)

Quezon City, PH 1116

<https://cmpalce.com>

me@cmpalce.com

<https://github.com/eclap>

Education

- **University of the Philippines Los Baños** Los Baños, Laguna
Bachelor of Science in Computer Science *Jun. 2004 - May. 2010*
 - Senior Thesis: Infectious Disease Epidemic Simulator

Work Experience

- **RingCentral Inc.** World Wide Corporate Center, Mandaluyong
NOC Tools Developer *September 2015 - Present*
 - Expands and maintains internal web application and scripts used to monitor the health status of company's customer products/services.
 - Rewrite legacy web application that contributed in the tool's increased reliability and productivity.
 - *PHP, MySQL, Perl, Python, Bash*
- **Rekursv Inc.** Burgundy Tower, Makati
Software Developer *September 2012 - September 2015*
 - Built an internal product that is an educational web and mobile (android) platform for taking quizzes and assessing students' performance which is currently in alpha release.
 - Built the webservice RESTful APIs and web-based products of an outsourced e-commerce project that incorporates mobile bluetooth and location/activity tracking technologies.
 - *AngularJS, Express, Bootstrap, MySQL, MongoDB, Jersey, Android*
- **Tradeport Inc.** San Juan City
Web Developer *February 2011 - February 2012*
 - Implemented a web platform for DVD and Bluray rentals called Blupass which is initially part of Samsung's promo but eventually became the company's own business.
 - Worked on a Blupass app version in Samsung TV.
 - *PHP, jQuery, MySQL, CSS3*
- **Private Scandinavian Sparkase Global Processing System** The Fort, Taguig
Web Developer *June 2010 - November 2010*
 - Part of the team that worked on a website about forex trading.
 - Implemented automated forex trading in MT4 platform based on algorithms provided by the company.
 - *CodeIgniter, jQuery, CSS3, MySQL*

Skills

Languages: PHP, Javascript/NodeJS, Java in Android

Database: SQL

Operating Systems: Linux

Frameworks: Laravel, ExpressJS, VueJS

Other Tools: Unit Testing, TDD, Docker, Git