Edjay Lindayao

Programmer

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[Portfolio](#)

CAREER OBJECTIVE

To leverage my programming skills and problem-solving abilities to develop scalable applications, improve system performance, and contribute to creating seamless user experiences in dynamic, tech-driven environments.

PROJECTS

IPEPS

A job portal for PESO Iloilo City featuring job postings, training programs, scholarships, and an admin dashboard for streamlined management and insights.

- Solo Backend Developer
- Structured Backend infrastructure
- Developed over 30 APIs during this OJT
- Technologies used: React, Python Flask, PostgreSQL

Sekyu Unity Game

A digital adaptation of a traditional Filipino children's game focused on capturing opponents and stealing bases

- Built as a team of 5 participants: 1 team lead, 2 designers, and 2 programmers
- Role: programmer
- Technologies used: Unity, C#, Github

iLocate

Web based Iloilo City Boarding House Finder. Thesis System.

- Thesis Leader, Solo Developer
- Applied MVC Pattern
- Technologies used: React, Nodejs/Express, MySQL, Postman

Achievement and Participation

Coding Competition

- 3rd Place – COMSOC Week Coding Challenge (2022)
- 2nd Place – COMSOC Week Coding Challenge (2023)
- 2nd Place – University Week Inter-Campus Coding Competition (2024), with participants from ISATU's external campuses

Codelympics (Startup Hackathon)

- Participant

Odyssey Festival (Hackathon)

- Contributed as Programmer during 22-day development phase

Western Visayas AI Hackathon

- Held during the Regional Science, Technology, and Innovation Week
- 2nd Place

EDUCATION

B.S. Computer Science

Iloilo Science and Technology University

📅 2021 - 2025

📍 Lapaz, Iloilo

SKILLS

- Git / Github
- Postman
- Flask
- Nodejs/Express
- Java/Spring boot
- MYSQL

HOBBIES

- Jogging
- Solving online coding problem