Elieser Capillar

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EDUCATION

University of Manitoba | Bachelor of Computer Science (Honours)   Graduated February 2024
- Specialization in Human-Computer Interaction.

EXPERIENCE

ZenFri Inc. | **.NET Developer**   Winnipeg, MB (Remote) | March 2024 - October 2024
- Developed AI-powered interactive tools for local museums with Unity, C#, .NET Core and OpenAI in an Agile environment.
- Engineered custom RESTful APIs using ASP.NET Core for 3 clients, maintaining sub-100ms response times during peak load.
- Deployed a robust SQL Server database on Azure SQL, leveraging Entity Framework Core to manage 50,000+ curator, exhibit, and AI-generated records for over 200 concurrent users.
- Created unit test suites with 90% code coverage using NUnit, which identified critical bugs in 30% of system components prior to deployment.

Ogoki Learning Inc. | **Unity Developer**   Winnipeg, MB | September 2022 - March 2024
- Led the design and development of language-learning mobile apps for K-12 Indigenous children using Unity and C#, successfully launching 15 apps across iOS and Android platforms and contributing to a revenue increase of over $750,000.
- Utilized Docker and Azure Container Apps to host an ASP.NET Core RESTful API, allowing clients to interact with an Azure SQL database with over 100,000 words of various Indigenous languages and dialects.
- Established a CI/CD pipeline using GitHub Actions, streamlining app release processes to the App Store and Google Play Store, which decreased deployment time by 60% and significantly reduced manual workload.
- Refactored legacy projects and built scalable templates by creating a reusable Unity Package for new projects, and developing a Unity Editor script that automatically reassigned asset references, cutting development time by 2 months per project on average.

PROJECTS

MapleTinder | https://github.com/eliesercapillar/MapleTinder   May 2024
- Developed a Full-Stack Tinder clone for the MMORPG *Maplestory* where players can rate and rank character outfits using Vue 3, Tailwind CSS, TypeScript, C#, .NET, ASP.NET, and SQL Server.
- Created a containerized Playwright-based scraping service to extract and update character data from MapleStory's official rankings, scraping over 5 million characters daily.
- Implemented secure login locally with JWT, and externally with Google and Discord OAuth2, using ASP.NET Identity.

StudyBuddy | https://github.com/eliesercapillar/StudyBuddy   April 2023
- Developed a gamified academic tracker for students, using HTML, CSS, Vue 3, TypeScript, Python, Flask and SQL Server, complete with a comprehensive test suite (unit, integration, and regression) with 80% code coverage using Jest, Cypress, and Unittest.
- Implemented a CI/CD pipeline with GitHub Actions and Docker that automated testing and deployment workflows, improving deployment time from an average of 10 hours to just 3 hours per release cycle.