

Elieser Capillar

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EDUCATION

University of Manitoba | Bachelor of Computer Science (Honours)

Graduated February 2024

- Specialization in Human-Computer Interaction.

EXPERIENCE

Cheese Boutique Bottega | Barista

Toronto, ON | March 2025 - Current

- Provided customer service by preparing and serving beverages and food items.

ZenFri Inc. | Software Developer

Winnipeg, MB (Remote) | March 2024 - October 2024

- Developed and deployed AI-powered interactive tools for museums using Unity, C#, and .NET Core in an Agile environment that increased visitor engagement metrics by **60%** and boosted overall satisfaction ratings by **13%**.
- Developed an AI transcription system using OpenAI's API that digitized physical exhibit documents, texts, and artifacts, eliminating an estimated average of **300 hours** of manual transcription for curators each season.
- Designed high-coverage NUnit test suites and refined prompt engineering for an AI exhibit Q&A system, increasing the accuracy and reliability of answers and reducing curator corrections by **20%**.
- Built a modular Unity UI prefab library enabling designers to implement and update interfaces without developer support, cutting turnaround on design changes by **50%**.

Ogoki Learning Inc. | Unity Developer

Winnipeg, MB | September 2022 - March 2024

- Led the design and development of 15 language-learning mobile apps for K-12 Indigenous children using Unity and C#, launching on iOS and Android and contributing to over **\$1M in revenue**.
- Led the ideation, prototyping, and production of 3 new Unity language-learning minigames that launched as part of Ogoki's new "Suite of 3" product, generating over **\$250,000 in contracts**.
- Improved app loading times from **over 3 minutes to under 1 second** by migrating heavy client-side processing of over 100,000 dictionary records to a scalable Azure-hosted ASP.NET Core RESTful API.
- Reduced app release time from **a full workday to 2-3 hours** on average by implementing a GitHub Actions CI/CD pipeline to automate builds, testing, and deployment to the App Store and Google Play Store.
- Migrated legacy projects to Unity 2022 LTS and standardized new projects by creating reusable templates with Unity Packages reducing average project timelines from **6 months to 4 months**.

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 Core, ASP.NET Core, 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.

StudyBuddy | <https://github.com/eliesercapillar/StudyBuddy>

April 2023

- Developed a gamified academic tracker for students, using Vue 3, CSS, 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.
- Reduced average deployment times by **70%** (saving 7 hours/biweekly) by implementing a CI/CD pipeline with GitHub Actions and Docker that automated testing and deployment workflows.