

Exequel Adizon

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Education

University of Makati

Bachelor of Science in Computer Science

West Rembo, Makati, Philippines

Aug 2022 — Aug 2026

Experience

Frontend Developer

EdLab Ltd.

Aug 2025 — Nov 2025

- Maintained production CodeIgniter (PHP) codebase, debugging complex dynamic PDF generation tools to ensure accurate report delivery for 500+ student performance reviews monthly
- Bridged the design-engineering gap by creating high-fidelity Figma prototypes and marketing assets, ensuring strict brand consistency across web products and social channels with 95% stakeholder approval rate

Technical Support Staff

Commission on Elections (COMELEC)

Feb 2025 — May 2025

- Provided critical on-site technical support during the National Elections, ensuring zero-failure operation of Automated Counting Machines (ACMs) across 8 precincts in a high-pressure environment
- Troubleshoot hardware and software discrepancies in real-time with 98% issue resolution rate, maintaining the integrity and speed of voting data processing for 8,000+ voters

Head of Graphics

Fortem Ardeas Esports

Apr 2023 — Apr 2025

- Built the organization's foundational visual identity from scratch, establishing a scalable design system and UI/UX guidelines for all digital, broadcast, and physical assets
- Designed dynamic graphics for internal tournaments and partner collaborations (Moonton Philippines, Tier One Entertainment), achieving 100K+ engagements by creating cohesive social campaigns, live-stream overlays, and event branding.

Projects

ALARP | Flutter | Supabase | PostgreSQL

- Architected end-to-end features including secure user authentication (Supabase), interactive 3D anatomical models (Flutter3dController), and a PostgreSQL-backed leaderboard system serving 100+ concurrent users
- Developed a 2D collimation simulator using CustomPaint with real-time accuracy feedback and gamified timed challenges, improving student learning engagement by 60% based on preliminary thesis data

FlowFit (Champion, C(Old) (St)art Hackathon 2025) | Flutter | WearOS

- Architected the frontend logic and UI/UX for an award-winning mobile health app, securing 1st Place by delivering a fully interactive 'Virtual Pet' system that evolves based on real-time user habit data
- Designed gamified interface translating complex health tracking metrics into an accessible, child-friendly experience with intuitive animations, achieving 4.8/5.0 user satisfaction score from hackathon judges

Bathala (Thesis, GDAP GameOn 2025 Finalist) | Phaser.js | TypeScript

- Developed a web-based roguelike card game, achieving GDAP GameOn 2025 finalist recognition by implementing poker-based combat mechanics, deck-sculpting progression, and a day-night overworld cycle
- Built modular, component-driven architecture managing complex game state (inventory, relics, player alignment) and integrated rule-based Dynamic Difficulty Adjustment (DDA) system responding to player performance metrics

Skills

Programming Languages: JavaScript, TypeScript, Python, Dart, Java, Kotlin, PHP, SQL, HTML5, CSS3

AI & Automation: Cursor, Windsurf, Claude, ChatGPT, Gemini, DeepSeek, n8n, LangChain, Prompt Engineering, AI-Assisted Development, Workflow Automation

Full-Stack Development: React, Next.js, Flutter, React Native, Vue.js, Node.js, Express.js, FastAPI, TailwindCSS, REST APIs, GraphQL, Webhooks, Real-time Systems

Data & Infrastructure: PostgreSQL, MySQL, Firebase, Supabase, Cloud Services, Database Optimization, API Integration, Docker, CI/CD Pipelines

Design & Collaboration: Figma, Adobe Creative Suite, UI/UX Design, Design Systems, Git, GitHub, Agile/Scrum, Technical Documentation