Johcel Gene T. Bitara

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WORK EXPERIENCE

Ateneo de Naga University – Project HRIS (Phase 1 and 2)
June 2024 – Present
Contract • Lead Full-Stack Web Developer
Naga City, Camarines Sur, 4400

- Lead developer for HRIS: a new web portal for Ateneo de Naga University's HRMO. Handled confidential access to HR records from the University's database with careful measures in place.
- Developed key modules of the application ranging from reports, management, design, data processing/analysis, and hardware configuration resulting in a drastic improvement to the HR's workflow in terms of eliminating the manual processes.
- Designed the database schema in Oracle using ERD and optimized data rendering and fetching of employee records on thousands of records by usage of optimized PL/SQL queries, views, procedures, indexing, functions, server-side implementations, batch processing and client-side rendering.
- Crafted and applied a data migration plan to perform a large-scale migration of up to 3,000,000+ records from MySQL and Postgres to Oracle, resulting in unified data records of HRMO in the main database of the University.
- Enforced clean architecture to the project with OOP concepts, MVC, and enforced Agile development – RAD for the development team. Wrote clear technical and project documentation, i.e., ERD, user manual, gantt chart, swimlane, data dictionary, and code documentation.
- Conducted a comprehensive testing phase, prototyping, and feedback to HRMO, and facilitated onboarding for HR officers to ensure smooth adoption and operational efficiency. Presented the data migration results to HRMO for future decision-making.

Ateneo de Naga University – Project RETSU
Jan 2024 – Mar 2024
Contract • Lead Full-Stack Web Developer
Naga City, Camarines Sur, 4400

- Developed a queue management system solution for the University, which enhanced the user experience by reducing queue delays and eliminating the inconveniences associated with traditional queuing systems.
- Integrated a online queueing for students with QR access, and a real-time queue status view for clients, with customizable controls through admin management.
- Optimized front-end, back-end, and database by improving SQL queries and data handling, increasing system efficiency by 84% and enabling seamless page loads with 26,000+ transactions per branch.
- Developed the system within a stringent two-month development and deployment timeframe, followed by a five-month maintenance period, while adhering to strict deadlines and managing time-sensitive pressures.
- Conducted a comprehensive testing phase, prototyping, and feedback, and facilitated onboarding for clients to ensure smooth adoption and operational efficiency.

Department of Agriculture – Project DAAMIA
Sep 2022 – Oct 2023
Subcontract • Lead Full-Stack Web Developer
Naga City, Camarines Sur, 4400

- Developed a weather monitoring system by processing and storing large number of datasets from a local API weather data.
- Optimized the API fetching process to achieve 80% efficiency, which improved the rendering of pin markers on the map view, reduced the load time of pages, and enhanced data processing for the filter page.
- Created a background service built using C# WinForms for fetching and storing 10,000+ records per day of real-time weather data per station into the database.
- Implemented SMTP and enforced backend security for handling RESTful API requests, preventing server overload.

- Implemented, wrote, and designed a secure API, UI/UX of the application, data processing, and database configuration.

JubDesk
May 2022 – Aug 2022
Subcontract • Full-Stack Web Developer
Australia

- Developed new features resulting in workflow efficiency in the company's HR management system.
- Troubleshooted and fixed major issues in the system, which enabled the company to export detailed reports on its HR system with efficiency.

Projects

ADNU RACER   Jun 2024 – Sep 2024
Backend Developer/Database Designer   *Oracle*
- Voluntarily contributed to the design of the newly approved system's database schema by developing the conceptual model and wrote the SQL scripts for database creation.
- Voluntarily contributed to creating system privileges and roles to ensure access control and data security to the system.

STUBU.AI   Oct 2023 – Apr 2024
Lead Frontend Web Developer   *React, TailwindCSS, Typescript, NodeJS, MongoDB, ExpressJS*
- Assisted on UI/UX Design and made improvements to user experience (UX).
- Lead the project management for the front-end team consisting of four (4) developers and conducted SCRUM meetings for the group.
- Utilized version control and project management tools such as ClickUp and Github for efficient collaboration and tracking of project progress.
- Conducted code reviews to the team developers and provided technical documentations upon submission for Appcon 2023

aiProof   Mar 2024 – May 2024
Mobile Developer   *Flutter, Dart, Firebase*
- Lead project manager of a two-person project. Conducted KANBAN and SCRUM meetings for the group.
- Developed core features of the applications e.g., OCR, statistics, and home page.
- Configured and setup back-end requirements for the Rapid API Integration for AI proofing.
- UI/UX Engineer responsible for developing responsive and custom made design for an overall user experience.

eBayan   Sept 2023 – Dec 2023
Mobile Developer   *Flutter, Dart, Firebase*
- Lead project manager of the project. Conducted KANBAN and SCRUM meetings for the group.
- Developed core features of the application e.g., management system, authentication, and back-end configuration to google services – firebase, firestore, and firebase authentication.
- UI/UX engineer responsible for developing responsive and custom made design for an overall user experience.

Dadsbol   Apr 2024 – May 2024
Lead Game Programmer   *Unity, C#*
- Lead the development of the game; a physics-based 3D ragdoll power dodgeball game. that allowed the team to stay on track of the short deadline. Developed the game's core mechanics and gameplay; Designed the game's UI/UX.
- Developed the game's AI and enforced project architecture through simulation tick-based event system that allowed for clean modularized code.
- Utilized version control and project management tools such as Trello and Github for efficient collaboration and tracking of project progress along with conducting SCRUM meetings for the team.
- Collaborated with cross-functional teams to gather requirements, work on strengths, and ensure smooth integration and development for the game.

Achievements and Certificates

Idea2Startup Fund Awardee   Dec 2024
City of Naga   *Camarines Sur*
- Pitched the application STUBU.AI, an adaptive study-buddy web application designed to help learners study with a personalized learning environment. Pitched the application to the Local Government Unit (LGU) of Naga City for the Idea2Startup program.
- Managed to be among one of the final list of startups, securing a grant totaling 53,874.36 Php earmarked for the testing and deployment phases of the website.

Freshmen Computer Programming Competition Certificate of Achievement   Dec 2021
Ateneo de Naga University   *Camarines Sur*
- 18th Place among 97 freshmen participants.
- Thrived in a high-pressure environment, solving intricate problems within strict timeframes.

AppCon2023 Development Contest Certificate of Participation   Jun 2024
OTIS Japan Inc.   *Philippines*

JPCIS ITalks: Ethical Hacking   Oct 2024
Divine World College of Calapan   *Philippines*

CERTIFICATIONS

Smartbooks and Power BI Certificate of Completion Jun 2024
Ateneo de Naga University *Camarines Sur*

SAP Business One DBMS for IT Certificate of Completion Oct 2022
Ateneo de Naga University *Camarines Sur*

TECHNICAL SKILLS

- Proficient in programming languages: C#, PHP, HTML/CSS/SaSS/JS, Typescript, Python

- Experienced with databases & tools: MySQL, MSSQL, Oracle, MongoDB, Firebase, SQL, PL/SQL.

- Familiar with cloud platforms: DigitalOcean, Google Cloud Platform.

- Experience with CI/CD pipelines, including GitHub Actions and Docker.

- Skilled in frameworks & libraries: Android SDK, ASP.NET, Express.js, Flutter, jQuery, Laravel, NodeJS, React, TailwindCSS, Unity.

- Experienced in Windows & Linux environments.

- Proficient with development tools: Terminal, Figma, Google Suite, MS Suite, LaTeX, Git/GitHub/GitLab.

- Technical project management experience in team settings.

- Worked on small to large-scale applications with a passion for enforcing clean code architecture.

- Strong adaptability across software and hardware projects.

- Expertise in application development, UI/UX design, presentations, collaboration, and leadership.

- Fluent in Tagalog and English.

EDUCATION

Ateneo de Naga University Expected May 2025
Bachelor of Science in Information Technology (GPA: 3.40 / 4.00) *Naga City, Camarines Sur, 4400*
- Management Information System Intern and Volunteer

- **Relevant Coursework:** Introduction to Computing, Fundamentals of Programming, Discrete Math, Intermediate Programming, Data Structures & Algorithms, Information Management, Human Computer Interaction, OOP, Trends in Application Development, OS, Advanced Database Systems, Integrative Programming & Technologies, Computer Networking, Platform Technologies, Technopreneurship for IT Professionals, 2D Game Development, Infromation Assurance and Security, Web Systems and Technologies, Systems Administration and Maintenance, Systems Integration and Architecture for IT Professionals, UI/UX Design, Mobile Computing and Communication.

REFERENCES

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