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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.
- Communicated with key stakeholders–HRMO and MIS. Identified user requirements and conducted an analysis of the pre-existing legacy HR system of the University.
- Enforced clean project architectural practices, i.e., Model-View-Controller (MVC) with added custom layered repository pattern approach for better code modularization.
- Co-designed the conceptual Entity-Relationship Diagram (ERD) for the new HR schema in Oracle.
- Co-designed the website's UI/UX and was responsible for developing a responsive and custom-made design for an overall user experience.
- Developed 31 over 43 key modules of the application i.e., web portal authentication, user privilege access control, employee/personal information, reports and contracts generation, query builder data extraction, employee designations, DTR scanner with RFID connection, faculty, leave, attendance, and work schedule management, all of which have resulted in a drastic improvements to the HR's workflow in terms of eliminating the manual processes and communication with other systems.
- Applied optimization practices to key modules, both front-end and back-end, for rendering thousands of records and fetching employee records.
- Applied optimization practices at a database level in the Oracle HR schema that include the usage of optimized PL/SQL queries, views, procedures, indexing, and functions.
- Crafted and applied a concrete data migration plan to perform a large-scale migration of up to 3 million records from different database sources – from MySQL and Postgre to Oracle, resulting in unified data records of HRMO in the main database repository of the University.
- 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 RETSU (Refined Electronic Ticketing for Streamlining User Experience) at Ateneo de Naga University, which enhanced the user experience by reducing queue delays and minimizing the inconveniences associated with traditional queuing systems.
- Developed a comprehensive queue management system for the University Treasurer's Office, integrating a QR code-based ticketing system and a real-time queue status view for clients, with customizable controls through admin management.
- Applied optimization practices to both front-end, back-end, and database by use of optimized SQL queries and implementation for handling thousands of records to the back-end along with optimization for the client to render thousands of transactions that resulted in 84% efficiency, allowing the system to handle page loads with up to 26,000 above transactions per branch without slowdown in filtering records.
- Enforced clean project architectural practices, i.e., Model-View-Controller (MVC) for better code modularization. Developed a scalable system using the Laravel 9 framework with an Oracle database that resulted in a generic system allowing different branches, departments, and universities to utilize and set up a Queueing System Onsite Kiosk or Online.
- Implementing and writing secure APIs, UI/UX design, data processing, and database configuration.
- Developed six (6) critical modules for the system: Company Admin, Branch Admin, Staff/Counters, Kiosk, Online Kiosk, and Real-time Monitor View.
- Developed comprehensive, efficient, and optimized reporting modules for admins to view and export.
- 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 counter staff 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 the entire system – DAAMIA, a weather information website.
- 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 processing and handling the storage of 10,000+ records per day of real-time weather data per station into the AMIA database.
- Implemented SMTP and enforced backend security for making API calls to mitigate any request overload to the server.
- Enforced clean project architectural practices such as the Onion Architecture in .NET Framework utilizing dependency injection, separation of entities, infrastructure, and web, allowing for better code module modularization.
- Implemented APIs, UI/UX design, 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

- 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.
- 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

- Lead front-end developer for STUBU.AI – an AI-powered Learning Management System that adapts to learners as an all-in-one study buddy turning education into a personalized and interactive experience; reinventing the traditional education system.
- 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.
- A convenient mobile application tool for scanning and AI proofing written documents.
- 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

- An intuitive barangay-to-community mobile application for announcement creation management system.
- Project manager of the entire project of a two-person project.
- 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.
- Collaborated with cross-functional teams to gather requirements, work on strengths, and ensure smooth integration and development for the game.

ACHIEVEMENTS

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.

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

CERTIFICATES

AppCon2023 Development Contest Certificate of Participation

Jun 2024

OTIS Japan Inc.

Philippines

JPCIS ITalks: Ethical Hacking

Oct 2024

Divine World College of Calapan

Philippines

TECHNICAL SKILLS

- Knowledge in various programming languages e.g., C, C#, CSS, Dart, HTML, Java, JavaScript, PHP, Python, TypeScript.
- Knowledge in different databases and tools e.g., MySQL, MSSQL, Oracle, MongoDB, Firebase, SQL, PL/SQL.
- Knowledge in Cloud Computing Platforms e.g., DigitalOcean and Google Cloud Platform.
- Experience in Web/Mobile/Desktop application development technologies e.g., Android SDK, ASP.NET, Bootstrap, Express.js, Flutter, jQuery, Laravel, NodeJS, React, TailwindCSS, Unity.
- Highly experienced in various operating systems, including Windows and Linux.
- Proficiency in various development tools e.g., FTP, Bash, Figma, Spline, Blender, Canva, Google Suites, MS Suites, LaTeX, and version control Tools i.e., Git/GitHub/GitLab.
- Experience in technical project management on a pair or small to mid-size group of team.
- Experience in working with small to large-scale application projects following or enforcing clean code architecture.
- Strong technical adaptability on any software to hardware related topics or projects.
- Strong experience in Application, UI/UX Design, Presentation, Collaboration, and Leadership.
- Excellent communication skills and grasp of oral and written Tagalog, Bicol or 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

Relevant Coursework: Introduction to Computing, Fundamentals of Programming (C++), Discrete Mathematics for IT Professionals, Intermediate Programming (C/C++), Quantitative Methods with Simulation and Modeling, Data Structures and Algorithms (C++), Information Management (Oracle), Human Computer Interaction, Computer Networking I (Cisco), Object-Oriented Programming (OOP), Trends in Application Development, Operating Systems (C), Advanced Database Systems (Oracle), Integrative Programming and Technologies I (R), Computer Networking 2 (Cisco), Platform Technologies, Technopreneurship for IT Professionals, 2D Game Development, Integrative Programming and Technologies II (Flutter), Information Assurance and Security I, Web Systems and Technologies, Systems Administration and Maintenance, Systems Integration and Architecture for IT Professionals, Quality Management, Information Assurance and Security II, UI/UX Design, Mobile Computing and Communication (Flutter), IT Capstone 1 and 2, and IT Senior Practicum (486 Hours).

REFERENCES

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