# GRADO, LUIS ANTHONY N.

Contact: +63992-492-0752

Email: luisanthonygrado@gmail.com

Portfolio: https://hydro404.github.io



### **OBJECTIVES**

Front-end web developer with expertise in Laravel, Bootstrap, Node.js, and JavaScript, seeking to leverage strong design and coding skills to build intuitive, responsive web applications. Passionate about optimizing user experiences and delivering clean, maintainable code in a collaborative team environment.

## **EDUCATIONAL BACKGROUND**

#### COLLEGE:

Bicol University Main – BS Information Technology (2020-2024)

# **ACHIEVEMENTS**

- Graduate with Latin Honors Cum Laude
- Hack4Gov 2023 Regional Champion

### **WORK EXPERIENCE**

Virtual Assistant | SC DIGITALDYNAMO S.R.L.

 Worked as an administrative support, managing schedules, data entry, and handling customer communications efficiently.

Front-End Web Developer | Bicol University ICT Office Intern

 Worked as one of the intern developer in Bicol University ICT Office and developed BU Clientele Satisfaction Measurement.

# IT Support | Wyndale Hotel

• I consistently ensured that all systems function efficiently, addressing technical issues promptly to minimize downtime.

# Front-End Web Developer | Upwork

• Worked at a one-time project wherein I need to convert the design file (Adobe XD) into a single page application using HTML, CSS, Bootstrap, and Javascript.

# Front-End Web Developer | Quarta

 Worked as a Junior Web Developer in a banking fintech startup named Quarta at Bicol University.

#### TECHNICAL SKILLS

- Programming languages and frameworks includes Node.js, Laravel, Javascript, Php, Bootstrap, TailwindCss, Java, Python, and Flutter.
- Experienced with database systems, including Firebase, MySQL, and PostgreSQL.
- Experienced in managing and configuring IP Cameras and IP Phones
- Experienced in maintaining sound systems and network access points (Wi-Fi)

### **CHARACTER REFERENCE/S**

Prof. Ryan A. Rodriguez, MIT, M.Sc rarodriguez@bicol-u.edu.ph

I hereby certify that the above information is true and correct to the best of my knowledge.