# John Ian Kenneth Felismino

SYSTEMS DEVELOPER - FULL STACK



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https://ifelismino.github.io/

# **SKILLS AND QUALIFICATIONS**

# **Programming**

Java, Python, VB.NET, C#, C, Spring Boot, Thymeleaf, JavaScript, HTML, CSS, Oracle SQL, Struts 1

#### **Computation Science**

SciPy, Mathematica, LaTeX, Pandas

#### Other Software Skills

Photoshop, Microsoft Office, Basic AutoCAD, Godot Game Engine, Unity Game Engine

#### Hard and Soft Skills

Good at logic problems, Able to work alone or in a team, Able to work under tight schedules, Adapts and learns fast

#### **EXPERIENCE**

#### **Green Advancedtech Solutions Corporation**

Ayala Avenue, Makati City

May 2019 – Present

JUNIOR SYSTEMS DEVELOPER (SUBLEADER)

- Developed and managed parts of a legacy Hospital Management VB.NET + Oracle SQL based software. Helped with the training of new developers on the project.
- Developed and managed parts of a legacy Nurse Career Management VB.NET + Oracle SQL based web-application.
- Manually migrated a legacy Livestock Feed Optimization web-application from Struts 1 to Spring Boot + Thymeleaf.
- Developed and managed new functions of a C-based linear systems calculation software that was used for the Livestock Feed Optimization web-application.
- Trained in basic and IT Japanese. Translated several Japanese manuals to English. Wrote reports, documentation, and
  unit-testing in Japanese. Served as a contact point to the Japan-side of the Livestock Feed Optimization project.
- Trained new developers in Java, HTML, CSS, JavaScript, and Oracle SQL using both traditional and Spring MVC frameworks.
- Partially wrote an interactive Python training manual using Jupyter Notebook for new developers in the Japanese parent company

#### **EDUCATION**

# **University of the Philippines Diliman**

Diliman, Quezon City

B.S. IN PHYSICS

June 2013 – December 2018

- Member of the Structure and Dynamics Laboratory of the National Institute of Physics. Served as a Student Assistant to my Undergraduate Adviser, and to the Samahan ng Pisika ng Pilipinas.
- Researched Positive Partial Transposition Criterion for Quantum Entanglement using Mathematica.
- Researched the GPU Acceleration of the Density Matrix Regularization Algorithm using Python.

#### PAPERS AND CONFERENCES

# **36<sup>th</sup> Samahan ng Pisika ng Pilipinas Conference**Comparison of Python GPU implementations of eigensolvers

Palawan, Philippines

June 2018

Poster Presentation

### 35th Samahan ng Pisika ng Pilipinas Conference

Cebu, Philippines

WIGNER FUNCTIONS AND UNCERTAINTY PRODUCTS FROM PARTIALLY TRANSPOSED DICKE MODEL

lune 2017

**GROUND STATES** 

Poster Presentation

#### PERSONAL DATA

Date of BirthApril 19, 1997NationalityFilipinoCivil StatusSingle

**Languages** Filipino, English, Japanese

**Place of Birth** 

Gender

#### **CHARACTER REFERENCES**

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