James Patrick Cacho de Perio
Android Mobile Developer
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Portfolio: https://jamesdeperio.github.io/resume/

OBJECTIVE:

To obtain a full time job which will improve my skills preferably in mobile development and allows me to grow and be productive in an environment of growth and excellence.

EDUCATIONAL BACKGROUND:

PHINMA University of Pangasinan - Education Network
Arellano St., Dagupan City, Pangasinan
(BSIT class of 2013-2017)
   Recognition Award:
   Outstanding Mobile Developer

TRANINGS & PORTFOLIO:

1st Place at HACKATREN 2018
(July 14-15 2018)
created an android app for reward and crowd monitoring system entitled "Tara!LRT-1"

On the Job Training at DANALEX Corp.
(Dec 2016 - March 2017)
created an android app for tourist who are looking for a good restaurant and a place to sleep entitled "BaguioKit".

Semi-Finalist at Android Masters 2016 | Capstone Project
submit an entry entitled "Orbit Earth", a hybrid app that monitor social media post and news rss website based on hashtag and get its geolocation.
(Uploaded on Playstore)

GameJam | Cite CodeFest 2015
Powered by Cubes - Pro Dynamics LLC
created a game for kids entitled " Juan Learning Adventures"
(Uploaded in Playstore)

Android Project 2015
created a utility android app to promote pangasinan entitled "Pangasinan Roadtrip". (Uploaded in Playstore)

WORK EXPERIENCE:

Android Developer | NYXSYS PH
(July 2017 - PRESENT)
- created and maintaining android AMS using handheld rfid and barcode reader.
- created and maintaining android version of vcastplay and vcastlite(digital signage).
- in charged in creating android version of dynamiq (QMS) for ticket printing and transaction selection.
-created a demo app for customer rating system.
-received a certificate of commendation .

Android Developer | My Portal Exchange
(June - July 2017)
- created a web app that used sdk to read sound wave from mic/amplifier and send it to android app using firebase.

SKILLS:

Android Development (Android Studio)
Language: Java, Kotlin, XML, ftl
Common libraries I am using:
   Dagger 2, RxJava 2, Retrofit 2, Glide 4
   GreenDao, ReyMaterial, GSON, TikXML,
   PocketLib, SweetAlert, Apache FTP,
   Moshi, Lottie, Retrofitkit
Libraries I used before:
   Lombok, Butterknife, VolleyPlus,
   Android Annotations, KryoNet,and
   some wasabeef design & animation
SDK : Google Vision, Google Map , Kairos,
   EasyAR, Zebra RFID & Barcode Scanner,
   ApiTrigger, OpenCV(Unity), OneSignal
Plugins: Pojo Generator, FindBugs,
CodePocketBuilder, Version Checker

Game Development (Unity,Buildbox,Stencyl)
-experience in creating AR and VR game.
Mobile Hybrid Development (Intel XDK)
-Language: Cordova, JQuery, html, css
-Bootstrap: Framework 7
Others:
php for mobile backend, bit knowledge in ios development, vb.net, mysql

TRANINGS & PORTFOLIO:

MDM Hackathon 2017 | SZGSDM
created an android app with facial recognition entitled "ID ni Juan".

Online Contest | GDWC 2016
Submit an entry for a game competition entitled "Modern Era: Invasion" (AR & GPS game).

CITE CodeFest Hackathon 2014
participated to a 48hrs hackathon

Software Engineering Project 2016
created an Alumni and Student Requesting System for the school.

IOS Project 2015
created a simple maze game with 10 l stages entitled "Cozmos Adventure".

DBMS1 Project 2015
created a simple enrollment system for HS.

DBMS2 Project 2015
created a faculty time in/out system using FD as identity.

SEMINARS ATTENDED:

UXMANILA Workshop
Phil Smith | 2015

CodeCamp: Turn that Cofee into Code
Tristan Babasa | Devcon | 2017

Advanced Android Development
Mac Valmores | 2015 | 2016

American Technologies Inc. Digital Art Seminar
Augie Michael Dumalso | Wacom | 2016

SVN and Source Code Management
Jamie Aguinaldo | 2016

CCTV Installation
Engilbert Cumadre | 2016

Web Security
Joy de Leon | 2016

CHARACTER REFERENCES:

Rodel Ballungay
Danalex Corporation
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Desiree Cendana
University of Pangasinan
Professor
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