

# Jan Patrick N. Palacio

SOFTWARE ENGINEER

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## Employment

### Mad Underground

Mandaluyong, Philippines

SOFTWARE ENGINEER

Jan. 2020 - Mar. 2023

- Developed an Android app called the “Rabbit Arcade” using Android Studio and Java
- Translated design from Adobe XD to android app using Android Studio
- Developed a game called the “Flying Baby” using Unity C# for the Rabbit Arcade app, which has gained 50k+ downloads
- Developed an Android app using Android Studio that allows game developers to test and integrate our scoring endpoint into their games
- Leveraged knowledge in Java, C#, Unity, Android Studio, Google Play Console, and Git

### Anino Inc.

Makati, Philippines

SOFTWARE ENGINEER

Apr. 2018 - Jan. 2020

- Developed major front-end features in Double Win Vegas Slots: In-game leaderboards, Subscription, Milestone Rewards
- Maintained major front-end features in Double Win Vegas Slots using Unity C#
- Effective communication and collaboration with engineers, designers, producers, and artists on a daily basis
- Assisted interns in their tasks and provided guidance throughout their internship program
- Leveraged knowledge in C#, Unity, and Git

### Anino Inc.

Makati, Philippines

SOFTWARE ENGINEER INTERN

Aug. 2017 - Apr. 2018

- Developed new slot machines and features in Double Win Vegas Slots
- Fixed minor front-end bugs and issues
- Maintained minor features of the project using Unity C#
- Leveraged knowledge in C#, Unity, and Git

## Software Projects

### Personal Website [\[Link\]](#)

WEB PORTFOLIO

- Designed and developed my personal website using ReactJS
- Utilized: ReactJS, HTML/CSS, JavaScript, Git, and Netlify

### The Book Keeper [\[Link\]](#)

WEB APPLICATION

- Developed a web application using MERN stack (MongoDB, Express, ReactJS, Node.js) for book management
- Implemented user authentication using JSON Web Token and bcrypt for password hashing
- Designed and implemented RESTful backend server to store user and book data persistently in an online database
- Utilized: ReactJS, MongoDB, Express, Node.js, HTML/CSS, JavaScript, SCSS, Git, Netlify, and Render

### Google Keep Clone [\[Link\]](#)

WEB APPLICATION

- Created a clone of the Google Keep App using MERN stack (MongoDB, Express, ReactJS, Node.js)
- Designed and implemented RESTful backend server to store notes persistently in an online database
- Utilized: ReactJS, MongoDB, Express, Node.js, HTML/CSS, JavaScript, SCSS, Git, Netlify, and Render

## Education

### FEU Institute of Technology (formerly FEU East Asia College)

Manila, Philippines

B.S. IN INFORMATION TECHNOLOGY WITH SPECIALIZATION IN ANIMATION AND GAME DEVELOPMENT

Aug. 2012 - Aug. 2018

## Skills

**Programming** (Proficient): JavaScript · Java · C# · (Familiar): Python

**Front-end** (Proficient): ReactJS · HTML5 · CSS3 · (Familiar): SASS

**Back-end** (Proficient): Node.js · Express · MongoDB · REST API

**Technologies** (Proficient): Android Studio · Unity

**Tools** (Proficient): Git · GitHub · Postman · Trello · (Familiar): Slack · Jira