

## TECHNICAL SKILLS

### CORE FRONTEND

HTML, CSS, JavaScript

### JS LIBRARIES & FRAMEWORKS

React.js (Next.js), Vue.js,  
Three.js (React-Three-Fiber)

### SCAFFOLDING & TOOLING

Prettier, Vite, Git, P/NPM

### CSS TOOLS

SCSS, TailwindCSS, Bootstrap

### BACKEND

Google Firebase, REST API,  
Express, Axios, Postman

### HOSTING

Netlify, Vercel

### ANIMATION LIBRARIES

Framer-Motion

### OPTIMIZATION & ACCESSIBILITY

Lighthouse, Wave Tool

## WORK HISTORY

### NATIONAL JAIL MANAGEMENT & PENOLOGY TRAINING INSTITUTE

February 2023 - May 2023

Web Developer Intern

- Participated in the development of an information system that was made with Vue.js, Bootstrap & Firebase for the faculty members of the institute to streamline their administrative tasks.
- Collaborated with more than 5 faculty members and IT staff to ensure the system met user requirements.
- Effectively communicated technical concepts to non-technical faculty members, facilitating a smooth implementation process.
- Acquired further hands-on experience in system development, database management, and project coordination.
- Received positive feedback from faculty for the user-friendly interface and improved data accessibility.

## PROJECTS

### SECURITY UNIT PATROL SYSTEM | CAPSTONE

[VIDEO](#)

- Spearheaded a team of 3 in project planning, task allocation, and ensuring effective collaboration among team members during the development of a Vue.js, Bootstrap, and Firebase-based mobile-web patrol system for enhanced security operations in our school.
- Designed and developed a web-based dashboard for the head of security/officer-in-charge to monitor patrols, view incident reports, and manage security personnel, with real-time updates based on geofencing data.
- Contributed to the development of the mobile app with geofencing technology for automated check-ins and alerts from 18 security personnel.
- Implemented testing procedures to ensure the accuracy of geofencing triggers and performed quality assurance checks to validate location-based functionality.

### VIRTUAL CAR SHOWROOM | SIDE PROJECT

[LIVE LINK](#) | [VIDEO](#) | [GITHUB](#)

- Designed and built an immersive virtual car showroom with React-Three-Fiber, showcasing a thoroughly detailed car, inspired by the aesthetics of car showrooms in modern Gran Turismo games.
- Utilized SCSS to replicate aspects of the in-game UI from Gran Turismo Sport.
- Paid special attention to performance optimization by optimizing lighting quality, prop count, shadow resolution, texture resolution, anti-aliasing, etc. to aim for 60 fps, ensuring that the showcase maintains a seamless and fluid viewing experience.

### KHRONOMECHANICA VINTORA | SIDE PROJECT

[LIVE LINK](#) | [GITHUB](#)

- Designed and developed a product website featuring a fictional 3D steampunk watch. Leveraged Three.js to enable 3D capabilities, GSAP for animations, and SCSS to create the UI, creating a high-quality user experience.

### ASTEROIDS | SIDE PROJECT

[LIVE LINK](#) | [VIDEO](#) | [GITHUB](#)

- Developed an Asteroids game with a user-controlled spacecraft, asteroids, collision physics, a scoresheet, and supplemented with engaging, fast-paced music for an immersive experience to apply and strengthen my JavaScript programming skills, and to deepen understanding of interactive web application development.

## EDUCATION

### COLEGIO DE SAN JUAN DE LETRAN-CALAMBA

July 2019 - July 2023

BS Information Technology