

Jilmer B. Cariaso

Software Developer

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Summary

Software developer with 5+ years of experience specializing in React, TypeScript, and multiplayer game development. Led development of web-based games reaching 100,000+ players with focus on performance optimization and scalable architecture.

Professional Experience

Cloud Node OPC

May 2024 - Aug 2025

Avalorians - Lead Web Game Developer

Telegram PvP Clash Royale-like game with reward-based progression.

- **Leadership:** Mentored a junior frontend developer and led development of core gameplay systems
- **Codebase contribution:** Contributed to ~60% of the codebase (904+ commits on frontend, 207+ commits on multiplayer server)
- **Features shipped:** Shipped 12+ major features including real-time multiplayer gameplay, city building system, and UI state transitions
- **Performance optimization:** Reduced matchmaker latency by 50% and implemented adaptive delta timing to stabilize frame rate across devices
- **Scalability:** Scaled multiplayer server to support 100+ concurrent game sessions while maintaining low CPU and memory usage

React Phaser 3 Colyseus TypeScript HTML CSS Telegram SDK ChatGPT

Good Place Games

Apr 2022 - May 2024

Dummy Pirates - Game Developer

Multiplayer Sea Battle Arena with unique ships and abilities.

- Integrated 3D models from artists into gameplay mechanics and systems
- Developed multiplayer game mechanics using Photon PUN networking framework
- Integrated Steam SDK with Unity Gaming Services for achievement and player progress tracking

Unity C# Photon PUN Unity Gaming Services Steam SDK

Cyberdogz - Game Developer

Web-based game experience featuring NFT-integrated gameplay.

- Developed utility tools for MetaMask and Solana wallet integration to support lead developer's workflow

Unity C# Firebase WebGL Metamask Solana

Bardak LLC

Aug 2023 - Dec 2023

Event Horizon: Space Shooter - Game Developer

Top-down space shooter with partial damage mechanics and ship variety.

- **Downloads:** 50,000+ Downloads (as of July 2025)

Unity C# Unity Gaming Services Admob SDK

GCML Resources, Inc.

Jan 2022 - May 2022

Legends of the Pit v2.0 - Jr. Frontend Game Developer

3D virtual cockfighting simulation game with cinematic combat sequences.

- **Battle System:** Developed configurable combat manager with seed-randomized action sequences for cinematic battles

PlayCanvas HTML CSS JavaScript

Xurpas Inc.

May 2019 - Jun 2021

Order Management Tool | Globe Online - Full-stack Developer

Internal ticketing system for order processing and customer service management.

- Developed and maintained internal ticketing system for order management
- Implemented form-based workflows for customer service requests
- Built full-stack features using AngularJS frontend and Spring Boot backend

Angular JS Javascript HTML CSS Spring Boot Java SQL BitBucket

HIMS 2.0 | Veridata Networks Inc. - Jr. Frontend Web Developer

Healthcare Management Information System with membership, customer care, and admin modules.

- Developed customer care module with dynamic form system for patient ticket management
- Implemented patient type selection and disease classification features
- Built responsive UI components using React and Material UI for healthcare workflows

React Material UI Typescript HTML CSS GitLab

RFP | Mitchell Madison Group - Jr. Frontend Web Developer

Request for Proposal management system with form-based workflow and document processing.

- Developed form-based interface for RFP submission and management
- Implemented document processing and workflow management features
- Built responsive web components using React for business proposal handling

React JavaScript HTML CSS GitLab

Technical Skills

React Colyseus Unity TypeScript Javascript HTML CSS C# Node.js Material UI

GitHub GitLab Cursor ChatGPT

Education

Bachelor of Science in Computer Science

Our Lady of Fatima University, QC Campus
2015 - 2019