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

Apr 2022 - May 2024

Good Place Games 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

React Phaser 3 Colyseus TypeScript HTML CSS Telegram SDK ChatGPT

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

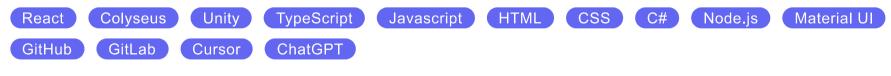
RFP | Mitchell Madison Group - Jr. Frontend Web Developer

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



Education

Bachelor of Science in Computer Science

Our Lady of Fatima University, QC Campus 2015 - 2019