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Work Experience

Backend Developer

KodeTeQ Business Solutions Inc. — *March 2025 – Present*

- Developing and maintaining back-end services
- Implementing RESTful APIs and handling integrations with third-party services
- Collaborating in an agile environment to meet rapid development goals and assisting in DevOps tasks

Game Developer

Across Lunacia — *February 2022 – March 2025*

- Sole programmer for a 2D pixel-art adventure game using Godot Engine and GDScript
- Configured and managed Linux-based test and database servers for play testing
- Developed and maintained the project's website and web back-end

Software Developer

MegaXcess IT Solutions, Inc. — *June 2021 – February 2022*

- Built web applications with Laravel and React
- Collaborated with a cross-functional team to deliver internal tools and client-facing dashboards, optimizing user workflows and reducing manual processes

Back-office IT Developer

Belvedere Vista Corporation — *January 2021 – May 2021*

- Created internal web dashboards using PHP and JavaScript
- Maintained legacy codebases and improved system documentation

Web Developer & Acting COO

Wyvern Corp — *February 2019 – December 2020*

- Oversaw tech team operations while actively coding and deploying Laravel-based applications
- Managed business operations, client relationships, and release planning

Web Developer

Omnibus Technologies — *June 2018 – September 2020*

- Developed and maintained eCommerce platforms and CMS sites
- Integrated payment gateways and third-party APIs

Intern

UP ITDC (University of the Philippines Information Technology Development Center) — *December 2017 – April 2018*

- Assisted in web development projects using Django and Bootstrap
 - Gained foundational experience in customer support and agile workflows
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Education

Bachelor of Science in Computer Science

Adamson University — 2014 – 2018

- **Published Thesis:** *Influencing Game Dynamics in a Roguelike Game Through Procedural Content Generation Using Genetic Algorithm*
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Activities & Involvement

- **Exhibitor** – Indie Fiesta Booth @ ESGS (*October 2018*)
 - **Speaker** – *Getting Started in Game Development with Godot 3*, Adamson University (*September 2018*)
 - **Participant** – WebGeek DevCup Hackathon (*2016*)
 - **Java Programming Competitor** – Far Eastern University (*2016*)
 - **Auditor** – Adamson Computer Science Society (*2016–2017*)
 - **Chief Research & Design Officer** – ACOMSS Coders (*2016*)
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Skills

Languages & Frameworks

- **Languages:** PHP, JavaScript, Python, Java, C#.NET, HTML, CSS, GDScript, SQL
- **Frameworks:** Laravel, Django, NestJS, Next.js

- **Front-End:** ReactJS, Bootstrap, Tailwind CSS, jQuery
- **Game Dev:** Godot Engine

Database

- **SQL/NoSQL:** MySQL, SQL Server, JSON-based NoSQL

DevOps & Tools

- **Containerization:** Docker
 - **Web Servers:** Apache, Nginx, Node.js
 - **Environments:** Linux, Ubuntu, Debian, macOS
 - **Version Control:** Git
 - **Workflow:** Agile / Scrum
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