Julianne France Estras

Open to: Remote / On-site / Hybrid • julianneestras@gmail.com • +(63) 917-374-3697 • github.com/julianneestras • linkedin.com/in/julianne-estras

Career Objective

Motivated frontend developer with a focus on **Vue.is** and real-time web applications. Proven ability to build clean, responsive interfaces and collaborate closely with backend teams to deliver real user experiences. Open to internships, project-based roles, or trial periods to contribute and grow inside a dynamic startup team.

Technical Skills

Languages & Markup: HTML/HTML5, CSS, JavaScript

Frameworks & Tools: Vue.js, Tailwind CSS, Element UI/Plus, Vant UI, REST APIs, WebSocket integration

Basic Familiarity: Python, Java, SQL, C++

Version Control: Git

Soft Skills: Teamwork, Fast Learner, Cross-functional Collaboration, Communication

Experience

PG Online Casino Remote

Freelance Frontend Developer

February 2025 - Present

October 2024 - February 2025

Implemented UI components based on Figma designs using Vue 3, TypeScript, and Vant UI for mobile-first development

Digiplus Interactive Corp.

Frontend Developer

BGC, Taguig City

Developed real-time mobile bingo game using Vue 3, Vant 4 UI, and WebSockets

- Integrated animations with Oku Motion and GSAP to enhance gameplay UX
- Built an ordering web app using Vue 2, Element Plus, Pinia, and Vue Router
- Integrated REST APIs via Axios and integrated WebSockets for real-time data communication
- Converted detailed Figma UI mockups into fully responsive and functional mobile web interfaces

Project Spotlight

Mini Bingo - Real-Time Multiplayer Game

Internal Company Project

University of the East

- Built a mobile-responsive real-time mini bingo game for internal team events
- Developed core UI for game rooms, bingo cards, and pattern tracking using Vue.js
- Integrated real-time updates using WebSockets with RESTful APIs
- Worked with backend devs to implement message-handling logic (e.g., ball draws, player actions)
- Enhanced UX through responsive layout, animations, and error handling for mobile users

Challenge Solved: Enabled smooth multiplayer interaction and live data updates in sync using WebSocket logic, despite having no prior real-time experience.

Education

Bachelor of Science in Information Technology, Magna Cum Laude

Manila, Philippines

August 2020 - June 2024

Thesis: Overcoming Barriers for Vision-Impaired Individuals Using Sensory Technology Devices

- Led development of assistive devices using Arduino and Kotlin
- Managed full-cycle project from research to testing and implementation