KURT ARTHUR PANTALEON

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kurtpantaleon.github.io · kurtpantaleon.github.io/Kurtpantaleon-Website

SUMMARY

Software Developer specializing in full-stack web development, with experience in mobile and game development. With a strong ability to collaborate in team environments, follow SDLC best practices, and build scalable, maintainable, responsive and user-friendly applications.

PROFESSIONAL EXPERIENCE

ELI IT Solutions   **October 2025 - January 2026**

Software Developer - Project-Based

- Contributed to Accounting, CRM, and ERP systems as a full-stack developer, building and enhancing multiple modules using MySQL with Sequelize ORM, React.js, and Node.js.
- Designed and optimized RESTful APIs, implemented feature enhancements, bug fixes, and performance improvements, strengthening frontend to backend communication, system stability, and maintainability.
- Developed responsive React interfaces with Tailwind CSS, integrated backend services via Axios and Redis for caching, and collaborated effectively using Git/GitHub.

Freelance Developer   **November 2024 - Present**

- **Web Developer:** Built dynamic, responsive websites using HTML, ReactJS, Tailwind CSS, PHP, Bootstrap, Angular, and JavaScript, with secure database management in MySQL and Google Firebase.
- **Game Developer:** Created engaging games with C#, Unity, and Blender, and using GitHub and Azure DevOps for collaboration.
- **Mobile App Developer:** Developed mobile apps using Ionic, Angular, and TypeScript, specializing in Android.

PROJECTS

Structify Web-Based Application   **January 2025 - December 2025**

- Structify is a gamified web application developed as a learning tool for Data Structures and Algorithms. Led the development team throughout the project, overseeing planning, design, and implementation. The platform includes role-based features, player-vs-player modes, coding challenges, and an interactive coding playground. The project was built using WebSockets to support live gameplay and updates, ReactJS, TailwindCSS, Firebase, Express.js (Node.js), Figma, and GitHub.

LingGo Web-Based Application   **November 2025 - December 2025**

- LingGo is a web-based application developed for a client as a supplementary learning tool to help students learn Cebuano language. Served as the lead developer, leading the development team and handling the full-stack development of the project. The platform integrates gamification features to improve engagement and support effective learning. It was built as a responsive web application using React and TailwindCSS, with Firebase for backend services and GitHub for version control.

Paraboland Android Game   **August 2025 - September 2025**

- Paraboland is a 2D top-down Android game inspired by classic Pokémon-style gameplay, designed to support Algebra learning as requested by our client. Worked as the frontend game developer, implementing gameplay visuals using Unity's 2D Tilemap system and 2D animations. Closely collaborated with asset designers to integrate visual assets. The game was developed using Unity and C# for scripting, with version control managed through GitHub.

BraenQuest Android Game   **November 2024 - December 2024**

- BRAENQUEST is an Android-based mobile application developed for a client as a supplementary learning tool for high school students studying Rational Algebraic Expressions. Served as the lead developer, leading the development process and overseeing the overall development of the application. The app focuses on delivering interactive and accessible educational content to enhance learning experience. It was built using the Ionic Angular framework with Android Studio, styled using Bootstrap, and version-controlled through GitHub.

ALGEB-RUN Android Game   **November 2024 - December 2024**

- ALGEB-RUN is a 3D educational Android game inspired by Temple Run, created to help high school students better understand Algebra through fun and interactive gameplay. Served as the lead developer, working primarily on the frontend using Unity's built-in tools for physics, animation, and world building to create an engaging and immersive experience. The game was developed using the Unity Engine and programmed in C#.

INTERNSHIPS

ELI IT Solutions   **June 2025 - September 2025**

Software Developer - Internship

- Gained hands-on experience in full-stack development using React.js, Node.js, Express.js, Sequelize ORM, and MySQL, applying skills to real client projects and enterprise-level modules.
- Implemented core features such as search, filter, pagination, API integration, and authentication, while improving debugging, refactoring, and optimization skills using tools like Redis and Axios.
- Collaborated with senior developers through code reviews, feedback sessions, and milestone-based task management, developing a solid understanding of the software development lifecycle (SDLC).

Pamantasan ng Lungsod ng Valenzuela - University Registrar   **November 2024 - December 2024**

IT Support - Apprenticeship

- Enhanced technical support skills, managed documents and files, and developed report writing, team communication, and organizational skills.
- Performed data encoding, document organization, and student ID processing using tools such as Microsoft Excel, Adobe Photoshop, and the school's management system.

EDUCATION

Pamantasan ng Lungsod ng Valenzuela   **2022 - 2026**

Bachelor of Science in Information Technology

CERTIFICATIONS

- **Google IT Support Professional Certificate**
  Google Career Certificates - 2025

- **Google Data Analytics Professional Certificate**
  Google Career Certificates - 2025

- **Foundational C# with Microsoft**
  freeCodeCamp with Microsoft - 2025

- **Java Intermediate Course Certificate**
  Sololearn - 2023

- **JavaScript Essentials 1**
  Cisco Networking Academy - 2025

- **Python Essentials 1**
  Cisco Networking Academy - 2025

- **Responsive Web Design Developer Certification**
  freeCodeCamp - 2023

SCHOOL ORGANIZATIONS

- Member of Valenzuela Information Technology Society   **2022 - Present**
- Member of Pamantasan ng Lungsod ng Valenzuela Rover Scout   **2023 - Present**

Former **Assistant Public Information Officer - Technical Committee** of   **June 2024 - June 2025**
Pamantasan ng Lungsod ng Valenzuela Rover Scout

- **Edited publication materials** for posting on the PLV Rover Scout Facebook page.
- **Edited event and promotional videos** for online publication.
- **Designed and edited certificates** for PLV Rover Scout awarding's and events.
- **Served as Technical Officer,** managing computer-related tasks and digital works for PLV Rover Scout activities.