

KURT ARTHUR PANTALEON

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PROFESSIONAL SUMMARY

Software Developer specializing in full-stack web development, with experience in mobile and game development. With foundational knowledge in cloud services and DevOps practices, including deployment, CI/CD, and basic cloud infrastructure. Strong ability to collaborate in team environments, follow SDLC best practices, and build scalable, maintainable, responsive, and user-friendly applications.

PROFESSIONAL EXPERIENCE

Freelance Developer

November 2024 - Present

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

ELI IT Solutions

June 2025 - January 2026

Junior Software Developer

- 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.

EDUCATION

Pamantasan ng Lungsod ng Valenzuela

2022 - 2026

Bachelor of Science in Information Technology

SKILLS

Main Stack: ReactJS, Node.js, Express.js, MySQL (Sequelize ORM), Google Firebase, Git/GitHub and TailwindCSS

Other Tools: Java, Python, C#, PHP, Bootstrap, REST APIs, JWT Auth, Redis, Axios, AWS, DigitalOcean, Linux OS, PostgreSQL, Supabase, Docker, Microsoft Azure, TypeScript, Ionic, and Angular

RECENT PROJECTS

Structify Web-Based Application

January 2025 - December 2025

- Led a team of 4 developers in building a gamified DSA learning platform used by 100+ students. Implemented WebSocket-based real-time PvP functionality and role-based access control. Designed Firebase data structure and REST APIs to handle dynamic scoring and lesson tracking. Built using ReactJS, TailwindCSS, Firebase, Express.js (Node.js), Figma, and GitHub.

LingGo Web-Based Application

November 2025 - December 2025

- Led a team of 3 developers in building a gamified Cebuano language learning platform for students. Designed and developed the full-stack architecture, implementing role-based access control, authentication, and progress tracking features. Structured Firebase database collections and integrated dynamic quiz, scoring, and lesson management functionalities to improve user engagement. Built using React.js, Tailwind CSS, Firebase (Authentication & Firestore), and GitHub for version control and collaboration.

Paraboland Android Game

August 2025 - September 2025

- Contributed as the Frontend Game Developer in building a 2D top-down Algebra learning game inspired by classic Pokémon-style mechanics. Implemented interactive gameplay environments using Unity's 2D Tilemap system and developed animations and UI systems using C#. Collaborated with designers and backend developers to integrate assets and optimize gameplay performance. Built using Unity, C#, and GitHub for version control and team collaboration.