



KEVIN VON ERICH D. PEREDO

FRONT-END ENGINEER

📞 63 917 862 7621

🏠 Philippines, Manila

@ kveperedo@gmail.com

🌐 linkedin.com/in/kveperedo

A Front-End Engineer with experience in building and maintaining world-class web applications. Proficient in front-end technologies like HTML, CSS, JavaScript; plus modern libraries and frameworks, passionate about aesthetic and functional UI design and development and willing to learn and master other aspects in software development (Back-end Development, Mobile Development, Machine Learning and Artificial Intelligence).

EMPLOYMENT HISTORY

Feb 2020 - Present **Software Engineer** | SQREEM Technologies Pte. (Quezon City, Philippines)

- Designing and developing performant web applications, based on design wireframes, for commercial and internal use, using both open-source and proprietary web technologies
- Using skills in debugging to check, refactor and optimize codebases to enhance user experience of web applications
- Suggesting trending and tested web technologies that could minimize development time, optimize existing applications, and provide efficient web development

EDUCATION

2014 - 2019 **BS Electronics Engineering** | Saint Louis University (Baguio City, Philippines)

- Dean's lister for a total of 8 semesters

SKILLS

Web/Mobile Development

HTML5, CSS3
JavaScript
ReactJS, Redux
React Native

Design

Figma
Adobe Photoshop
Response Web Design

Others

Python
Arduino (C/C++)
MySQL
Version Control (Git)
Microsoft Word, Excel and PowerPoint

LICENSES & CERTIFICATIONS

2019 **Electronics Engineer** | Philippine Professional Regulation Commission
2019 **Electronics Technician** | Philippine Professional Regulation Commission
2020 **Modern React with Redux** | Udemy

PROJECTS

Sept 2020 **Noterist** | Web App (kp-noterist.web.app)

- A note-taking app using React and Redux, designed in Figma, and deployed using Firebase

May 2019 **Landslide Detection Interface** | Thesis

- A web interface for displaying landslide sensors data into graphs and text. Code base uses HTML, CSS and JavaScript (interface) and C/C++ (Arduino)

Dec 2017 **Randomized Pattern Generator** | Memory Game

- An Arduino-based device that tests the user's short term memory capabilities with increasing difficulty. Code base uses C/C++ (Arduino)