# **Max Benedict Chavez**

527 Protacio St Pasay City (+63) 917-631-6182

maxbenedictchavez@gmail.com | https://github.com/mbchavez27 | https://www.linkedin.com/in/max-benedict-chavez-a29347221/

# **Skills**

- Hard Skills: Web Development, Web Design
- *Soft Skills*: Teamwork, Adaptability, Problem-Solving, Project management Time management
- Technical Skills: ReactJS, HTML, CCS, Javascript, Typescript, Java, Python, MySQL, C,

# **Work Experience**

MARCH 2024 - PRESENT

## **Berde Technologies**

Front End Developer, Self Employed

- Designed and developed the front end of an e-commerce website and a Customer Relationship Management (CRM) system for a retail company using ReactJS and Tailwind CSS.
- Collaborated with a backend developer, integrating APIs into the front end using Axios.
- Created website mockups in Figma, which were later implemented by me in the development process.

# **Extracurricular Experience**

OCTOBER 2024 - PRESENT

### **Data Science Society**

Executive for Data and Research

SEPTEMBER 2024 - PRESENT

## La Salle Computer Society

Associate Vice President for Research and Development

- Led a team of frontend engineers in developing multiple projects using tech stacks like MERN and NextJS.
- Spearheaded the development of projects such as LSCS Links, contributing to organizational goals by delivering frontend solutions.
- Collaborated with software architects and backend engineers to integrate APIs into the frontend using Axios.
- Effectively managed projects in collaboration with project managers, following agile methodologies for smooth execution and timely delivery.

#### SEPTEMBER 2024 - NOVEMBER 2024

### **Solaris Valentines Bazaar 2025**

Team Leader for Events Logistics

- Led a team of executives for logistics to execute events during the Solaris Valentines Bazaar 2024 season
- Led the team in providing manpower support by ushering and guiding audiences during events
- Coordinated the management of artists' concerns and addressed their needs to ensure a smooth event experience.
- Supervised technical assistance to guarantee high-quality execution and seamless delivery of event performances.
- Ensured all equipment was procured and properly set up for events.

### SEPTEMBER 2024 - NOVEMBER 2024

### **Animo Christmas 2024**

Director for AC Operations Logistics

- Led a team of executives for logistics to execute multiple events during the Animo Christmas 2024 season
- Led the team in providing manpower support by ushering and guiding audiences during events
- Coordinated the management of artists' concerns and addressed their needs to ensure a smooth event experience.
- Supervised technical assistance to guarantee high-quality execution and seamless delivery of event performances.
- Ensured all equipment was procured and properly set up for events.

### SEPTEMBER 2024 - OCTOBER 2024

### **Annual Recruitment Week 2024 Central Committee**

Assistant Team Head for Logistics

- Secured permits, such as SPCAs, to facilitate smooth event operations and grant participants access to campus facilities.
- Coordinated with campus facilities to procure and set up equipment for booths and events.
- Provided manpower support to ensure the seamless execution of events.

### MAY 2024 - AUGUST 2024

### Frosh Welcoming 2024 Central Committee

Team Leader for Public Relations

- Managed the social media accounts for the Frosh Welcoming Committee, ensuring consistent and engaging content across platforms.
- Crafted compelling and informative captions for publication materials, driving engagement and outreach.

- Created and directed marketing content strategies, increasing visibility and interaction on social media pages.

APRIL 2024 - JUNE 2024

# **University Vision Mission Week 2024 Central Committee**

Assistant Team Leader for Operations Logistics

- Provided manpower support by ushering and guiding audiences during events.
- Assisted in managing artists' concerns and addressing their needs for a smooth event experience.
- Offered technical assistance to ensure high-quality execution and delivery of event performances.

MARCH 2024 - JULY 2024

### **HackerCup 2024 Central Committee**

Assistant Team Leader for Documentations and Logistics

- Assisted in preparing and drafting pre-activity deliverables to ensure successful event planning and execution.

JANUARY 2024 - PRESENT

### **University Student Government, Office of the Executive Secretary**

Executive for Web Design and Development

- Supported the development of the University Student Government website at De La Salle University, contributing to its design and functionality.

AUGUST 2022 - JULY 2023

# Junior Information Systems Security Association - Asia Pacific College Chapter Documentation Officer

- Completed Minutes of the Meeting forms to document key discussions and decisions.
- Received training to prepare Activity Narrative Reports for post-activity documentation.
- Received training to draft Activity Proposal Forms for pre-activity planning and approvals.

# Education

September 2024 - 2027

**De La Salle University - Manila-** *Undergraduate, BS Computer Science Major in Software Technology* 

September 2023 - August 2024

De La Salle University - Manila- Undergraduate, BS Entrepreneurship

- Current CGPA Standing: 3.182
- 2nd Dean's Lister for the first two terms

August 2021 - July 2023

## Asia Pacific College- Senior High School, STEM-IT Strand

- Graduated with High Honors with an grade average of 94

# **Projects**

February 2025 - Present 2025

## LSCS Member Validation Web App

- LSCS Member Validation is a web application designed to verify and authenticate LSCS members during events. Built with TypeScript, React, Tailwind CSS, Axios, and ShadCN, it features a secure authentication system and a modern, mobile-responsive interface to ensure a smooth and efficient validation process.

Link: <a href="http://lscs-member-validation.app.dlsu-lscs.org/">http://lscs-member-validation.app.dlsu-lscs.org/</a>

February 2025 - February 2025

### LSCS Tomo Web App

- LSCS Tomo Web is a web application that enables LSCS members to seamlessly redeem exclusive coffee promos in partnership with Tomo Coffee. Built with TypeScript, React, Tailwind CSS, Axios, and ShadCN, it features a secure authentication system and a modern, mobile-responsive interface for a smooth claiming experience.

Link: http://lscs-tomo-web.app.dlsu-lscs.org/

September 2024 - October 2024

### LSCS Links

- Built a link shortener web application for the La Salle Computer Society
- Implemented the front end using ReactJS, Tailwind CSS, TypeScript, and Shadon
- Collaborated with a backend engineer to integrate the link shortener API using Axios

Link: <a href="https://links.app.dlsu-lscs.org">https://links.app.dlsu-lscs.org</a>

February 2024 - May 2024

### **Puff Cloud Boys E-Commerce Site**

- Developed an e-commerce platform for Puff Cloud Boys, a retail company
- Designed the site prototype using Figma
- Implemented the front-end using ReactJS and Tailwind CSS

April 2023 - July 2023

# **Kinaadman Learning Dashboard**

- Built a student dashboard performance analysis using Python Dash Data Visualization for the final term requirement of the G12 SOCIT bootcamp program at Asia Pacific College
- Coded the front end of the site using Python Dash
- Developed the data analytics functionality using Python Dash and Flask

Link: <a href="https://github.com/mbchavez27/Kinaadman-Learning-Dashboard">https://github.com/mbchavez27/Kinaadman-Learning-Dashboard</a>

March 2022 - April 2022

### Handa Parking App

- Built a prototype Parking Finder web app for a G11 Practical Research requirement at Asia Pacific College
- Coded the front end using HTML, Bootstrap, and JavaScript
- Developed the back end using MySQL for the database and Java JSP for server-side logic

Link: <a href="https://github.com/mbchavez27/Handa-A-Prototype-Parking-Finder-Web-App">https://github.com/mbchavez27/Handa-A-Prototype-Parking-Finder-Web-App</a>

August 2020 - November 2020

# **Steakhouse Nightmare**

- Built a 2D single player cooking
- Developed the whole game using Unity and C# OOP
- Link: https://epyxx-27.itch.io/steakhouse-nightmare

March 2020 - May 2020

### **Jump Shot Tournament**

- Built a 2D local multiplayer platformer shooter game
- Developed the whole game using Unity and C# OOP
- Designed the assets using Photoshop
- Link: <a href="https://epyxx-27.itch.io/jump-shot-tournament">https://epyxx-27.itch.io/jump-shot-tournament</a>

# **Awards and Achievements**

February 2025 - Present 2025

### Bluehacks 2025 – 2nd Place Winner

- I was part of Hackin Ka Nalang, a team that developed Flare, an SOS app designed to assist victims of natural disasters, particularly typhoons. Flare enables users to share their location with emergency response teams via SMS, ensuring that help can be requested even with minimal network signal.
- Contributed to the ideation phase of Flare and developed the front-end of the web app prototype using React, TypeScript, Tailwind, Shadon, and Google Maps API. Collaborated with the backend developer to integrate our fully owned Zemm Protocol, enabling data transfer via SMS.

May 2022 - May 2022

## **Microsoft Imagine Cup Junior 2022 Competitor**

 We participated in the Microsoft Imagine Cup Junior 2022, a global competition for students, where we pitched a mobile app leveraging computer vision technology to detect food spoilage.

October 2021 - October 2021

# Cyphersupercluster: Capture the Flag - Top 1

- Secured 1st place in a Capture the Flag, a cybersecurity competition.
- Competed as part of Team The Joaqs with Angelo John Benedict Laus, and Joaquin Paolo Pacete.