

# LYZER MERCK BAUTISTA

## SOFTWARE ENGINEER

### PROFILE

I am a Summa Cum Laude graduate in Computer Science from the Philippines, driven to empower others through my software engineering skills. Showcasing adaptability in various technologies, I thrive in collaborative settings, actively contributing to foster shared learning.

### CONTACT

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🐙 <https://github.com/mercklyzer>

📍 Quezon City, Philippines

### EDUCATION

#### University of the Philippines Diliman

##### BS Computer Science

2018 - 2022

Summa Cum Laude | GWA: 1.196

UP ACM Algotympics 2021 Finalist

#### Manila Tytana Colleges

##### Science, Technology, Engineering, and Mathematics (STEM)

2016 - 2018

Graduated with High Honors

### SKILLS

- Javascript / Typescript
- React / Next
- Node.js / Express
- Ruby on Rails
- MySQL
- REST API and GraphQL
- Tailwind and Chakra UI
- Unit Testing (Jest, React Testing Library)
- E2E Testing (Cypress)
- Git and GitHub
- Storybook

### WORK EXPERIENCE

#### Software Engineer

Marketplacer | Melbourne, Australia

January 2024 - Present

#### Junior Software Engineer

Marketplacer | Melbourne, Australia

March 2023 - December 2023

- Primarily engaged with a dynamic marketplace platform leveraging technologies like Ruby on Rails, Next with TypeScript, and MySQL. Also practiced Test-Driven Development.
- Led a couple of epics including language customization and scoping of custom rules products are validated against, overseeing discovery tasks, prototype and ticket creation, and documentation release.
- Enhanced our own design systems library built on top of ChakraUI by incorporating new component features, and utilized them in our consumer applications.
- Implemented GraphQL queries and mutations to enhance platform functionality.
- Worked on the integration of third-party APIs such as eBay and Slack into our system
- Operated under scrum methodology, actively engaging in backlog refinements, sprint planning, and reviews. Additionally, took an active role in releasing and reviewing pull requests.
- Collaborated and communicated across diverse teams, ensuring the seamless execution of tasks.

#### Junior Software Engineer

Saperium | BGC, Philippines

September 2022 - January 2023

- Worked on a team that pioneered the discovery of using .NET Maui to replace the company's old mobile application written in both Xamarin and Objective C.
- Wrote end-to-end automated tests using Cypress as part of CI/CD.

#### Software Engineer Intern

Saperium | BGC, Philippines

July 2021 - August 2021

- Underwent a learning curve that introduced me to full-stack web applications.
- Created a clone of a popular web-based learning platform Brainly, using technologies like Node.js, Express, Angular, MySQL, and Redis. Incorporated widely-used approaches such as real-time communication via Sockets.IO and containerization through Docker.
- Awarded as the **Top 1 Performing Intern** and was offered full-time employment right after graduation.

### RESEARCH

#### UPTrace (Web and Mobile Applications)

University of the Philippines Diliman

Aug 2021 - July 2022

- Collaborated with the campus health service to develop a contact tracing application that will significantly speed up the manual contact tracing process.
- Researched existing contact tracing applications and technologies used globally and locally.
- Developed web and mobile applications that utilize QR Code technology. Technologies used are Angular, React Native, MySQL, NodeJS, and Express.