

ANTHONY CAPUYAN

Ormoc City, Philippines

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Portfolio: <https://ormoc-dev.github.io/anthony/>

Work Experience

ROK Japanese Company (Revolution of Kitten Inc.)

Ormoc & Cebu (Remote + Onsite)

SOFTWARE ENGINEER INTERN

Feb 2025 – June 2025

- Spearheaded the **mobile responsiveness** for the *Azusa platform (Normal User View)* using **Vue.js**, **Oruga-UI**, and modern CSS layout techniques (Flex, Grid).
 - Developed and maintained critical features using the **Matterport SDK**, assisting in debugging and extending the 3D environment rendering logic.
 - Enhanced performance on the *Architwin Basic Project* by eliminating redundant API calls and implementing localStorage caching, reducing average page load time from 50s to 8s.
 - Participated in refactoring and debugging Matterport SDK integration layers to stabilize rendering and improve UI consistency.
 - Used **GitLab** for version control, **Redmine** for sprint planning, and actively participated in daily standups and cross-functional collaboration.
 - Collaborated on UI/UX prototyping and interface design using **Figma**, contributing to wireframes and high-fidelity mockups for web and mobile platforms.
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Education:

Bachelor of Science in Computer Science

Graduated: July 11, 2025

Western Leyte College of Ormoc

Awards/Certificates & Honors

- **Excellence in Programming** -- 2025
 - **Best in Capstone Project** – 2025
 - **10th TOPCIT Philippines** -- WESTERN LEYTE COLLEGE OF ORMOC CITY [Global]
 - **11th TOPCIT Philippines** -- WESTERN LEYTE COLLEGE OF ORMOC CITY [Global]
 - **12th TOPCIT Philippines** -- WESTERN LEYTE COLLEGE OF ORMOC CITY [Global]
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Technical Skills

Strongest Areas:	Data Structures, Project Modularity & Algorithms
Languages:	JavaScript (ES6+), PHP, Python, Java, SQL
Frameworks:	Laravel, Vue.js, Django, Tailwind CSS, web2py
Architecture:	SPA, MVC, DTO (Data Transfer Object Standard)
Databases:	MySQL, MariaDB, PostgreSQL; 3NF design
Tools & DevOps:	Git, GitHub, GitLab, Docker, Redmine, VS Code, Slack
Libraries & APIs:	Matterport SDK, Three.js, localStorage, Payment gateway API
Design:	Figma, photoshop
Networking:	Basic understanding of networking protocols

Projects

Event master pro (Capstone Project Link: event-pro.csitcicte.com)

Jan 2024 – Dec 2024

Laravel, Blade, Tailwind, MySQL

- Recognized as **Capstone Project of the Year – 2025**
- Conceptualized and implemented a comprehensive event tabulation system.
- Integrated both audience voting and judge voting features.
- Designed a payment system for audience members to purchase votes.
- Used Laravel and Tailwind CSS for dynamic and user-friendly interfaces.
- Incorporated features for contestant ranking, scoring criteria, and real-time updates for event management.
- Designed to cater to a wide range of events such as pageants, singing, and dancing competitions.

WLC Sports inventory Management System

Nov 2024 – Dec 2024

HTML, CSS, JS, PHP, Bootstrap

- Developed in my 2nd year of college.
- Designed and developed a sports inventory management system to streamline equipment tracking and management.
- Utilized PHP, MySQL, and Bootstrap for the backend and front-end.
- Implemented CRUD functionality to ensure efficient data handling.

Business Accounting – Pharmacy DebPhar

May 2025, May 2025

HTML, CSS, JS, LocalStorage

- Developed in my 2nd year of college.
- Designed and developed a **business accounting and pharmacy inventory management system** to monitor medicine stocks, sales transactions, and financial records.
- Utilized **localStorage** for data persistence without requiring a server-side database.
- Implemented CRUD functionality to add, edit, delete, and search records for both inventory and accounting data.

Soft Skills

- Logical thinking and strong problem-solving
- Highly adaptable and self-motivated
- Strong written and verbal communication
- Attention to clean, maintainable code