Sean Ballais
Software Developer

Passionate and versatile software developer who has been programming for 10+ years, with around **2 years of those as a professional**. Worked with **different tech** and built apps for the desktop, web, and mobile. Has some experience dealing with clients, and has taught programming. Currently **co-leading** a local developer community. Looking forward to tackling new and exciting challenges.

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Work Experience

Computer Programmer
January 2023 to February 2024
University of the Philippines Tacloban College

Was part of a research team working on mosquito localization via sound using deep learning with high accuracy. Was tasked with model training and data cleaning and processing as well as setting up some hardware. Used Python, TensorFlow (with Keras), Jupyter, Docker, Ubuntu, and Audacity.

Chief Technology Officer
September 2021 to May 2022
Subad

Co-founded Subad, a platform in which people can connect with mentors they can learn from, with a South Korea-based Filipino partner. Was responsible for the development of the platform, selecting the technologies we would use, UI design, creating art assets, deployment, and server and CI/CD management. Used Golang, SolidJS, GraphQL, CircleCI, GitHub Actions, Ubuntu, DigitalOcean, Blender, and Figma.

Freelance Software Developer
August 2019

Modified my open source election system, Botos, for use in the school elections of St. Therese Education Foundation of Tacloban Inc., to support multiple different elections for different grade levels in one system, among other modifications. Botos was built using Python, Django, and jQuery.

Tutor
June to July 2019
Prodigy Development Center

Taught junior high school students an introduction to C programming.

Software Development Intern
June 2018 to August 2018
University of the Philippines Tacloban College

Was tasked with refactoring and ensuring the code quality of The Learning Resource Center system of the college, which lets the center manage computers that it lets students use. Added improvements such as integration of Gradle, and splash screen redesign. Used Java and Gradle.

Freelance Software Developer
January 2016 to February 2016

Contracted to set up and tweak the website of Eastern Vista, a local news organization. Used PHP and WordPress.

Software Development Intern
April 2014 to May 2014
University of the Philippines Diliman

Co-developed a room reservation system for the Department of Computer Science in collaboration with my high school batchmates and a few of the university's Computer Science students. Responsible for the login component. Used Python and Django.

Volunteer Experience

Dev8
2018 to Present

Co-founded and currently part of the core team of Dev8, a local developer community based in Eastern Visayas, Philippines that aims to make a vibrant tech scene in the region. We have hosted a tech conference already, and are organizing regular meetups and podcast episodes conducted monthly.

Education

BS Computer Science
University of the Philippines
Tacloban College
2015 - 2021

Skills

Technical
Most comfortable with Rust, Python, C++, CMake, Conan, and Git. Knowledgeable to different degrees with Java, Go, C, HTML/CSS, C#, JavaScript, Bash, PowerShell, SQL, Ruby, SDL2, Dear ImGui, Qt, WinUI 3, Jinja, GitHub Actions, CircleCI, Docker, PostgreSQL, Redis, Win32 API, InnoSetup, TensorFlow, Blender, and Jupyter. Dabbled with Dart, Flutter, OpenGL, KMM, egui, and MQTT.

Natural Languages
Can speak in Waray/Binisaya, English, Filipino, and some Bisaya. Tends to write in English more.

Projects/Contributions

Susi
An open-source file encryption tool that encrypts using AES-GCM-256 with a custom file format. Created an installer with InnoSetup. Built with Rust, C#, and C++.

Botos
An open-source web-based election system designed for high schools and elementary schools. Built with Python, Django, and jQuery.

Knitter
An open-source static site generator for the development of the Dev8 website. Built with Python.

egui_sdl2_gl (OSS Contribution)
Added support for egui v0.22. This library originally only supported egui v0.16. Used Rust, SDL 2, OpenGL.