Cedric Legara — Fullstack Web, Game, Software Developer

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Summary

BS Computer Science student with hands-on experience building full-stack web and mobile apps and games. Adaptable team player with a passion for meaningful and maintainable code.

Projects

Road-safety Mobile Game (Metrocycle 2.0)   Aug 2024 — Jun 2025
Team of 3 | UI/UX, Accessibility, Thesis

- Collaborated with 2 teammates to expand Metrocycle, a motorcycle road-safety game originally built for web.
- Defined development goals by identifying gaps and pain points through research and brainstorming.
- Redesigned the UI/UX and broadened the game's educational scope and accessibility.
- Led the port to Android, debugging and restoring broken features while improving overall performance.
- Co-managed Unity project development, focusing on scalable, maintainable systems like a centralized text & translation handler.
- Documented the entire software process to support future development and maintenance.
- Fostered open communication within the team, resolving conflicts and keeping focus aligned with project goals.

Real-world Booking Web Application (UP FLCD éLaan)   Jul 2024 — Aug 2024
Team of 5 | Fullstack, Agile, Internship

- Initiated a freelance-style internship with a university department alongside 4 coursemates.
- Co-led an agile development process, maintaining active communication with both the client and team.
- Designed and implemented the foundational backend systems, beginning with a normalized database schema.
- Developed an extensive forms page in both the frontend and its backend integration using SvelteKit.
- Learned Svelte, SvelteKit, and PostgreSQL quickly and on-demand to meet the project needs.

IoT-accompanying Web Application (Labuddy)   Feb 2024 — Jun 2024
Team of 6 | Backend, IoT, Dragon's Den

- Led backend development for a web companion app designed to support an IoT hardware prototype.
- Engineered a secure and scalable backend using Supabase and MySQL.
- Integrated backend APIs into the web frontend using React Native.
- Assisted in the frontend design and user flow to ensure seamless hardware-software interaction.
- Pitched the project in a high-stakes Dragon's Den-style presentation, focusing on technical feasibility and value.

Class Attendance Mobile App (RollCall)   Sep 2023 — Jun 2024
Team of 5 | Fullstack, Agile

- Developed an Android application that automates class attendance using QR code scanning.
- Led backend implementation via Supabase, managing authentication, attendance logging, and class data storage.
- Collaborated on frontend integration to ensure intuitive user interactions and accurate data flow.
- Maintained an agile methodology workflow with weekly standups and iterative feedback from the client.

Game Development Projects   Feb 2021 — Dec 2024
Game Jams, Fast Prototyping, Booth Presentation

- Developed games for multiple DevelUP game jams, collaborating with peers to create themed prototypes within 7-day sprints.
- Selected and refined one jam entry into a more accessible and polished build for public demonstration at ConQuest 2023.
- Presented games from the org at the convention, guiding attendees through gameplay and fostering discussions and connections.

Skills

- **Programming Languages:** C, C#, Python, TypeScript, JavaScript
- **Front-end Development:** React (Ionic and React Native), Svelte & SvelteKit
- **Back-end Development:** MySQL, PostgreSQL, Supabase
- **Development Practices:** Version Control (Git, GitHub), Agile Methodology, Documentation
- **Soft Skills:** Flexibility, Effective Communication, Continuous Improvement, Receptive to Feedback, Problem-solving

Education

Bachelor of Science in Computer Science   Aug 2022 — May 2026
University of the Philippines - Diliman

- GWA of 1.68, Cum Laude equivalent
- Department of Science & Technology (DOST) Merit Scholar