Xavier Luis J. Ablaza

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Experience

BloomSolutions

Software Engineering Intern

May 2018 – August 2018, Manila, Philippines
- Practiced Rails TDD in a pair-programming environment
- Designed token flow for apps on the Stellar blockchain
- Crafted quorum sets for Stellar validators for maximum uptime
- Localized Bloom's ICO website into Chinese and Korean
- Deployed staging apps to a Kubernetes cluster on GCP

User Experience Society

Co-founder

December 2016 – Present, Orange, California
- Led the first UX Society chapter in the USA
- Taught user-centric design processes in design studios
- Fostered a fast design to development process using Hugo
- Started global collaborative development initiatives between chapters
- Build an organizational system to sustain knowledge between members
- Invited 5 industry professionals to give talks on UX design

Vivolytics

IT Project Manager

October 2015 – December 2015, Irvine, California
- Worked with a remote development team
- Created weekly reports on feature developments
- Tested prototypes of the Vivolytics platform and responded to bug fixes

Applica Data Services Inc.

Android Developer

July 2015 - August 2015, Manila, Philippines
- Utilized various mobile development tools in Java
- Consulted with UI designers to build front-end components
- Focused on using external libraries to expedite design implementation

Education

Chapman University

B.S. Software Engineering

Orange, California

Expected graduation in May 2019
- Dean's Scholarship

International School Manila

Secondary Education

2015 - Manila, Philippines
- International Baccalaureate Diploma

Technical Skills

Technologies & Software Tools

Rails, rspec, Selenium, Trailblazer, Slim, Javascript, Postgres, MySQL, Docker, Kubernetes, Spinnaker, Netlify, GCP, Stellar, Trello, Pivotal Tracker, Git, Hugo, Node, MongoDB, Postman, HTML, CSS, SASS, Firebase, C#, C++, Python, Java

UX Design

Prototyping

Usability Testing

Contextual Inquiry

Figma

Projects

Ruby Client for Monero Wallet RPC
November 2018 - Present
Currently writing a PR towards bloom-solutions/crypto-cold-store that generates a unique Monero address for a depositor

PharmVille Design Specification
October 2017 - December 2017
Created UML diagrams to model the backend of a data tracking app for Chapman's Pharmacy School. Utilized creational, structural, and behavioral design patterns.

SRS for Program Evaluation
October 2017 - December 2017
Created an SRS and wrote unit tests with JUnit to check if a student has fulfilled course requirements for graduation.

Static Website Themes using Hugo
April 2017 - Present
Designed themes using a static site generator. Learned the advantages of deploying fast and using continuous integration. Utilized paper prototyping and contextual inquiry to understand requirements from end-user.

Chapman Radio Website
April 2017 - July 2017
Created high-fidelity mockups for a new Chapman Radio website. Built the website's front-end using Bootstrap and SASS.

ASD Playdate Android App
October 2015 - December 2015
Developed and wrote unit tests for an app that lets parents find playdates for their children. Used Parse Core as a datastore.

88Brothers Inc. Student Intern
June 2015
Created "Keno" - a roulette game using CodeIgniter. Worked in a team with 3 student interns.

Java Plugins for Minecraft using Bukkit
June 2011 - May 2015
Developed open-source game modifications for Minecraft multiplayer servers.