JOHN ALDRIN ARPON

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SUMMARY

Full-stack developer with hands-on experience in React applications. Skilled in building web and mobile applications, gathering client requirements, and developing scalable solutions. Experienced in collaborating with teams to implement technical features and optimize performance

WORK EXPERIENCE

Web developer Intern   **Feb 2025 - Present**
Lamina Studios, LLC
- Assisted in backend development using Laravel and frontend development with Next.js and Vue.js
- Worked within a version-controlled codebase utilizing Git for code collaboration and management.
- Assisted in troubleshooting and debugging issues to improve application performance and user experience

EDUCATION

Bachelor of Science in Computer Science   **Aug 2021 - May 2025**
STI College San Jose Del Monte
- Relevant Coursework: Data Structures and Algorithms, Software Quality Assurance, & Information Assurance and Security (Data Privacy).
- Capstone Thesis on "ComPass: A Public Transportation Application with Real-time Tracking and Cashless Payments for Buses of San Jose Del Monte".

TECHNICAL SKILLS

- **Programming Languages**: JavaScript, TypeScript, Java, Python, C#, PHP
- **Frontend Frameworks**: React, React Native, Next.js, Tailwind CSS, Bootstrap, Vue.js
- **Backend & Databases**: Node.js, Prisma, Firebase, MongoDB, PostgreSQL, Laravel
- **Tools & Platforms**: GitHub, Vercel, Git, Linux OS, Google Gloud Platform (GCP)
- **Other**: PC Building and Assembling

PROJECTS AND SOFT SKILLS

ComPass Application for Buses of SJDM *(Capstone Thesis Project)*
- Developed the user interface using React Native and React, integrating Firebase for backend services and implementing features for real-time tracking and cashless payments.
- Conducted client interviews, drivers and passenger surveys, and gathered requirements for system development.
- Managed project implementation under weekly deadlines, ensuring timely feature development by integrating libraries like Notifee for notifications to meet project requirements.

WuwaShores *(Personal Project)*
- Built a platform for Wuthering Waves players using Next.js, Prisma and PostgreSQL to showcase their character builds through dynamically generated images displaying character stats and equipment.
- Implemented functionality for players to share their *Tower of Adversity* runs and record clear times, focusing on optimized builds.

CERTIFICATIONS AND ACHIEVEMENTS

Completed The Odin Project: Full-Stack JavaScript Curriculum (2023)
- Learned full-stack development with the MERN stack through project-based learning.

Java Foundations – Oracle Academy (2022)
- Studied object-oriented programming principles and fundamental Java concepts.