CLEMENT HAROLD MIGUEL CABUS

Software Developer

CONTACT

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https://ccabusportfolio.vercel.app/

PROFILE SUMMARY

Detail-oriented and analytical Software Developer with experience in software development. With the ability to design, develop, and test software solutions. Experienced in leading development teams from pre-production to Deployment. Eager to contribute to challenging and growth-oriented teams.

EDUCATION

2020 - 2022

UNIVERSITY OF MAKATI

- Senior High School

2022 - 2026

UNIVERSITY OF MAKATI

- Bachelor of Science in Computer Science Major in Application Development

SKILLS

- Programming languages such as PHP, HTML, CSS, SQL, Java, JavaScript, TypeScript, and Android Development.
- Able to use Git, Laravel, NodeJS, and Phaser.js and maximize coding efficiency using AI tools.
- Experience with working with the following Software Development Life Cycle Methodologies: Agile, Scrum, Waterfall
- Proficient in full-stack development using PHP (Laravel), MySQL, and Android, with strong understanding of MVC architecture and RESTful APIs.
- Experienced in system integration and debugging, including authentication systems and performance optimization.
- Skilled in modern development tools and practices, including Git version control, responsive UI design (Tailwind CSS), and secure coding standards.

PROJECTS

CALBEANS COFFEE WEB APPLICATION

Developer

- Developed a Point of sale system for Calbeans Coffee located in 133-F 13th Avenue, East Rembo, Taguig, Metro Manila .
- Acted as a developer, utilizing SQL,HTML, CSS, and SQL, to build the core application.
- A web application that has a customer ordering website and an admin side website that manages inventory, receives and accepts orders

BARANGAY POST PROPER SOUTHSIDE BARANGAY INFORMATION SYSTEM

Lead Developer

- Developed a Barangay Information system for the Barangay of Post Proper Southside, Taguig City
- Acted as the lead developer, utilizing Laravel, HTML, CSS, Tailwind CSS, Android, Java, and SQL, to build the core application.
- Has a Android user side application that residents can use, and an admin Web Application that recieves queries from the users

BATHALA (VIDEO GAME)

Developer

- Developed a video game for my 4th-year thesis project
- Acted as a developer, utilizing Phaser.js and TypeScript to build the core algorithms and web game
- Bathala is a Filipino mythology-inspired roguelike card game built with TypeScript and Phaser. It features poker-based combat, deck-sculpting progression, and a transparent, rule-based Dynamic Difficulty Adjustment (DDA) system designed to maintain player "flow".

InternTrack

Lead Developer

- Assigned to develop a system for the company CertiCode for my internship.
- Acted as the lead developer, utilizing Laravel for the backend and ReactJS for the frontend to build the core application
- InternTrack is a time-logging and task submission system for interns, as well as a management and feedback distribution system for administrators and supervisors.