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Software Engineer

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SUMMARY

Software engineer with 7+ years of experience across the full stack: mobile, backend, and web apps, taking features from the database through to the interface. Now on native Swift and SwiftUI for an iOS health coaching app, after years of shipping cross-platform apps in Flutter. Production work also covers Android through Flutter plugins written in Kotlin, backends in C#/.NET and PHP/Laravel, and web front ends in JavaScript, React, and Vue. Fintech, healthcare, and consumer products, where security and compliance requirements shaped the work, with LLMs in production apps and CI/CD owned on GitHub Actions and Azure DevOps. Builds and ships production features with Claude Code and Google Gemini in the loop for engineering, debugging, and code review.

EXPERIENCE

• Software Engineer

MCS Inc. · Makati City, Philippines

March 2026 - Present

Owns the iOS codebase for a health coaching app and leads its technical direction inside an iOS team, setting the architecture the app was rebuilt on. The work is Swift and SwiftUI across LLM-backed product features, activity tracking, and release automation, alongside the re-architecture itself.

- **Architectural Direction:** Set the architectural standards and review practices the iOS team builds against.
- **Refactoring & Re-architecture:** Re-architected the app into reusable SwiftUI modules with Swift Package Manager so code could be shared across products.
- **LLM Product Features:** Integrated a large language model (LLM) into the app for context-aware guidance and real-time in-app support, and built, debugged, and reviewed the work with Claude Code in the loop.
- **Run & Walk Tracking:** Built the run and walk tracker end to end: live GPS route recording with pace, distance, and duration, a route map per session, and a full activity history, with workouts saved to Apple Health, built on Core Location, HealthKit, and Core Motion.
- **Release Automation:** Built the automated release pipeline that took manual steps out of shipping, on Fastlane and Azure DevOps.

• Flutter Developer

Nextbank · Remote

November 2023 - March 2026

Built secure, high-transaction iOS and Android fintech apps in a Flutter monorepo, delivering them alongside security and compliance stakeholders across regulated banking, lending, and remittance products.

- **Native Security Integrations:** Implemented biometric face liveness detection and fraud mitigation by writing custom Flutter plugins in Swift and Kotlin over the platform-specific native SDKs, bridged through Method Channels, to support regulatory compliance.
- **In-App AI Support:** Built the in-app AI support end to end, from evaluating providers through prompt and response handling, so users could get real-time help inside financial workflows, with OpenAI and other LLM providers in production.
- **CI/CD Pipelines:** Built and maintained the GitHub Actions pipelines that built and shipped the apps.
- **Shared Codebase Consolidation:** Re-architected a codebase shared across multiple banking apps in one monorepo, cutting duplicate code, shortening new-feature delivery, and lifting release frequency for the teams working in it, on an architecture structured with BLoC and GetIt.

• Mobile Engineer

Netsells (part of hedgehog lab) · Remote

August 2022 - November 2023

Delivered cross-platform iOS and Android apps for medical and fintech clients as part of a cross-functional agency team, and contributed to the Laravel and PHP services behind them.

- **Native Plugin Work:** Built a custom document signing plugin in Swift and Kotlin over the native iOS and Android SDKs, bridged through Method Channels.
- **In-App Payments:** Implemented in-app payments for a client product through a Braintree integration, from the checkout flow through payment processing.
- **CI/CD Pipelines:** Built and maintained the GitHub Actions pipelines for the client mobile projects.
- **Full-Stack Contribution:** Contributed to the Laravel and PHP backend services alongside the mobile work.
- **Concurrent Client Delivery:** Shipped for several agency clients at once, working in codebases built with BLoC, Riverpod, and Provider.

• Software Engineer

CRAFT-TEC Inc. · Cebu City, Philippines

March 2021 - August 2022

Led the full stack as technical lead on a four-person team of two Flutter and two backend developers, and owned most of what shipped: the majority of the Flutter codebase, the PHP and Laravel services behind the apps, and the CI/CD, release, and deployment work for both.

- **Flutter Architecture & Ownership:** Architected the Flutter apps and wrote the majority of the mobile codebase, setting the structure and conventions the team built on across several concurrent projects.
- **Technical Leadership:** Mentored the other Flutter developer and ran code review and architectural direction across the mobile and backend codebases.
- **CI/CD, Releases & Deployments:** Built and maintained the CI/CD pipelines for both the Flutter apps and the Laravel backend on Bitbucket Pipelines, and managed releases and deployments across the stack.
- **Backend and API Work:** Designed and integrated Laravel APIs between the mobile clients and backend services, cutting application load times by 20%.

• Software Engineer

SystemsCore Inc. & Freelance · Cebu City, Philippines

March 2019 - March 2021

Built enterprise systems in C# and .NET Core alongside full-stack web delivery, at SystemsCore and for freelance clients, and introduced CI/CD, version control, and automated testing to the SystemsCore team.

- **.NET & C# Development:** Built enterprise systems in C# and .NET Core with Entity Framework and the repository pattern.
- **Web Systems Development:** Delivered full-stack web systems in JavaScript, Vue.js, and Razor Pages, with Firebase Firestore, Authentication, and Cloud Functions behind the cloud features.

SKILLS

Mobile: Swift, SwiftUI, UIKit, Flutter, Dart, Kotlin, Jetpack Compose

Web: JavaScript, TypeScript, React, TanStack, Vue.js, jQuery, HTML, CSS

Backend: C#, .NET, Entity Framework, PHP, Laravel, REST APIs

Databases: PostgreSQL, MySQL, MSSQL

Cloud & Infrastructure: Cloudflare (Workers, R2, Hyperdrive), Firebase (Auth, Firestore, Cloud Functions), Docker, OrbStack

CI/CD & Tooling: GitHub Actions, Bitbucket Pipelines, Azure DevOps, Fastlane, Git, Xcode, Android Studio

Architecture & Practices: Clean Architecture, Layered Architecture, Feature-Driven Architecture, Domain-Driven Design, SOLID Principles, Testing (Unit, Golden, E2E)

EDUCATION

Bachelor of Science in Information Technology

Cristal e-College · Tagbilaran City, Bohol

Graduated 2019

SOFTWARE PROJECTS

Much of my client and employer work is covered under NDA. The personal projects below are things I build for fun because I enjoy making software, and they offer a public look at the technical skills and engineering practices I bring to my professional work.

- **Bebi App**

A couples app for staying connected through shared calendars, daily photo stories, AI-powered cycle tracking insights, and real-time location sharing. Flutter and Dart with BLoC, go_router, and get_it/injectable, on Firebase (Firestore, Auth, Cloud Functions, Analytics, Crashlytics), with media on Cloudflare R2 and Gemini behind the insights. Releases are automated on tag through GitHub Actions.

- **rate-stuff.online**

A social platform for rating and reviewing anything you can think of, with real-time updates, image uploads, and a personalized explore feed. It runs on TypeScript, React 19, TanStack Start/Router/Query, and Tailwind CSS on Cloudflare Workers, over PostgreSQL (CockroachDB through Cloudflare Hyperdrive) with Drizzle ORM and PartyKit WebSockets, plus auth, an image CDN, and transactional email.

- **sun-enviado.com**

My personal website and blog, designed after vim and terminal UIs, on Astro and Tailwind CSS running on Cloudflare Workers. Static pages plus a few Worker routes, including a double opt-in newsletter that runs on Resend with no database behind it, MDX blog posts, an RSS feed, and structured data for SEO.

- **zomboid-b42-server**

A Docker Compose setup for self-hosting a Project Zomboid server so friends can join without port forwarding, using a playit.gg tunnel, with automated world backups on a schedule.