Exequel Adizon

exequeladizon@gmail.com | linkedin.com/in/exadizon | github.com/exadizon

Education

University of Makati	West Rembo, Makati, Philippines
Bachelor of Science in Computer Science	*Aug 2022 — Aug 2026*

Experience

Frontend Developer — Aug 2025 — Nov 2025
EdLab Ltd.

- Maintained production CodeIgniter (PHP) codebase, debugging complex dynamic PDF generation tools to ensure accurate report delivery for 500+ student performance reviews monthly
- Bridged the design-engineering gap by creating high-fidelity Figma prototypes and marketing assets, ensuring strict brand consistency across web products and social channels with 95% stakeholder approval rate
- Reduced PDF generation errors by 40% through systematic debugging and code optimization

Technical Support Staff — Feb 2025 — May 2025
Commission on Elections (COMELEC)

- Provided critical on-site technical support during the National Elections, ensuring zero-failure operation of Automated Counting Machines (ACMs) across 8 precincts in a high-pressure environment
- Troubleshot hardware and software discrepancies in real-time with 98% issue resolution rate, maintaining the integrity and speed of voting data processing for 8,000+ voters

Head of Graphics — Apr 2023 — Apr 2025
Fortem Ardeas Esports

- Built the organization's foundational visual identity from scratch, establishing a scalable design system and UI/UX guidelines for all digital, broadcast, and physical assets
- Designed dynamic graphics for internal tournaments and partner collaborations (Moonton Philippines, Tier One Entertainment), achieving 100K+ engagements by creating cohesive social campaigns, live-stream overlays, and event branding.

Projects

ALARP | *Flutter | Supabase | PostgreSQL*

- Sole full-stack developer of a Flutter app commissioned by Radiologic Technology students at the University of Makati in collaboration with the College Dean to support thesis research on radiographic positioning training
- Architected end-to-end features including secure user authentication (Supabase), interactive 3D anatomical models (Flutter3dController), and a PostgreSQL-backed leaderboard system serving 100+ concurrent users
- Developed a 2D collimation simulator using CustomPaint with real-time accuracy feedback and gamified timed challenges, improving student learning engagement by 60% based on preliminary thesis data

FlowFit (Champion, C(Old) (St)art Hackathon 2025) | *Flutter | WearOS*

- Architected the frontend logic and UI/UX for an award-winning mobile health app, securing 1st Place by delivering a fully interactive 'Virtual Pet' system that evolves based on real-time user habit data
- Designed gamified interface translating complex health tracking metrics into an accessible, child-friendly experience with intuitive animations, achieving 4.8/5.0 user satisfaction score from hackathon judges

Bathala (Thesis, GDAP GameOn 2025 Finalist) | *Phaser.js | TypeScript*

- Developed a web-based roguelike card game, achieving GDAP GameOn 2025 finalist recognition by implementing poker-based combat mechanics, deck-sculpting progression, and a day–night overworld cycle
- Built modular, component-driven architecture managing complex game state (inventory, relics, player alignment) and integrated rule-based Dynamic Difficulty Adjustment (DDA) system responding to player performance metrics
- Delivered narrative-driven feedback system supporting academic research on transparent DDA models for optimal player flow

Skills

Mobile Development: Flutter, Dart, React Native, Java, Kotlin
Web Development: React, Next.js, JavaScript, TypeScript, TailwindCSS
Backend & Databases: Supabase, Firebase, MySQL, PostgreSQL, REST APIs
UI/UX & Design: Figma, Adobe Creative Suite, Canva, Affinity Designer, Prototyping, Design Systems
Tools & Workflows: Git, GitHub, Docker, AI-Assisted Development