JAMES MICHAEL E. PAZ

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My Portfolio [www.jmepaz.com]

EXPERIENCE

Mobile Developer Intern   Apr. 2024 – Jun. 2024
Prosperna Inc.

Engineered and maintained mobile applications by resolving bug tickets and implementing new fixes using **Flutter and React Native** frameworks. **Collaborated** with cross-functional teams to ensure seamless integration and functionality.

Key Accomplishments:

- Successfully deployed **three app versions** to the Google Play Store and App Store, ensuring timely updates and smooth rollouts.
- Solved complex package dependency problems **within a week**, enabling the team to **overcome a months-long** roadblocks.

PROJECTS

Google Play Store [play.google.com/store/apps/dev?id=6924306953476845972&hl=en]
App Store [apps.apple.com/us/developer/james-michael-paz/id1758717772]

Mapúa MCL-ACM App (*Available on both App Store and Google Play Store*)
- An organization app offering access to upcoming events, announcements, and membership-exclusive content, including internal announcements, attendance tracking, and contributions.
- Developed using React-Native

Mini-QR Scanner (*Available on both App Store and Google Play Store*)
- a lightweight application for scanning QR codes with additional functionality to store the scanned values locally.
- Developed using React Native

e-ganapp (*Available on Google Play Store*)
- A user-friendly event management app designed for both attendees and organizers. Attendees can conveniently register for events, access their QR code for check-in, submit feedback, and view their e-certificates. While organizers benefit from QR code scanning for efficient attendee management.
- Developed using React-Native

Auto-Palette (*Available on Google Play Store*)
- An AI-powered Color Palette Application that captures an image, removes the background, and then extracts dominant colors.
- Developed using Flutter and Android-Native specific code

Eye-Spy with my Camera (*Available on Google Play Store*)
- A gamified 'I Spy' experience that uses the device's camera and real-world object recognition for a fast-paced interaction.
- Developed using Android Native [XML] and Kotlin

EDUCATION

Mapúa Malayan Colleges of Laguna | Bachelor of Science in Computer Science   Jul. 2024
- GWA: 1.18 currently
- Consistent Dean Lister and Full Academic Scholar
- *President*, Mapúa Malayan Colleges Laguna ACM Student Chapters (A.Y. 2021-2022)

CERTIFICATES

Meta Android Developer Professional (Meta)   Aug. 2023
React Native (Meta)   Aug. 2023
Principles of UI/UX Design (Meta)   Aug. 2023

SKILLS

Xcode | Android Studio | React Native | Flutter |Android Native | Jetpack Compose | Swift UI | JavaScript | Dart | Kotlin | Java | Swift | PHP | GIT | Axios | KTOR | POSTMAN | MySQL | NoSQL | MongoDB