

Rey John Ebe

09692933107 | ebereyjohn@gmail.com | linkedin.com/in/reyjohnebe | github.com/Amrll

EDUCATION

Gordon College

Bachelor of Science in Computer Science, Magna Cum Laude, GPA: 1.3 (94%)

Olongapo, Philippines

Aug. 2021 – May 2025

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, C#, Kotlin, Objective-C, Java, Python, C, SQL

Frameworks: React, React Native, Next.js, Node.js (Express), ASP.NET Core, Angular, Tailwind CSS

Databases & ORMs: SQL Server, MySQL, PostgreSQL, Firebase, Supabase, Dapper

Cloud & DevOps: Railway, Vercel, Docker, CI/CD (GitHub Actions), Azure DevOps, Git

Artificial Intelligence: MediaPipe, OpenAI, Gemini, Cursor, Claude (Skills, Cowork, Claude Code, Automation, Subagents)

Developer Tools: Postman, Swagger, JWT, Jira, Figma

EXPERIENCE

Mobile Developer

SBComp / Intercard Inc.

Aug. 2025 – Present

Subic Bay, Philippines

- Developed cross-platform features in React Native (TypeScript) and native Android features in Kotlin for card-based payment products deployed at attractions and entertainment venues
- Built full-stack backend services in ASP.NET Core (.NET 6) and C# with SQL Server and Dapper, implementing JWT authentication and Swagger-documented REST APIs

Freelance Software Engineer

Mar. 2025 – Present

Philippines

- Maintain and ship feature improvements for a cross-platform mobile app of a Philippine consumer rental services startup, working across native Android (Kotlin) and iOS (Objective-C) codebases
- Built a workforce management platform for a Philippine staffing agency using React, Express, and MySQL, covering applicant screening, onboarding workflows, and payroll processing
- Built Next.js platforms for a Philippine institute promoting community-centered sustainable development, delivering online courses, advocacy content, and resource libraries

Software Engineering Intern

RIOT Staffing Inc.

Feb. 2025 – May 2025

Subic Bay, Philippines

- Led full-stack development for an internal enterprise platform within a development team, working across React, Express/TypeScript, and MySQL to implement a scalable solution.
- Engaged in code reviews, feature scoping, and iterative delivery within a professional engineering environment, contributing to collaborative development processes and ensuring consistent code quality and maintainability.

Software Engineer Intern

Headstarter AI

July 2024 – Aug. 2024

Remote

- Built responsive Next.js web applications with a focus on performance optimization and user experience, incorporating AI and machine learning capabilities into project features
- Completed mock technical interviews to strengthen software engineering fundamentals and professional communication

Web Development Intern

Segara Hotels Subic

June 2022 – Aug. 2022

Subic Bay, Philippines

- Developed a user-friendly hotel website that boosted online reservations and streamlined restaurant ordering
- Optimized site performance and SEO, increasing traffic and user engagement

PROJECTS

- Recharge Station** | *React Native, TypeScript, Kotlin, Redux Toolkit, Castles SDK* 2025 – Present
- Architected and built a self-service kiosk top-up app from scratch as sole developer, deployed on Castles S1U2 Android payment terminals
 - Built a Kotlin native bridge to the Castles payapi SDK enabling EMV, contactless, and swipe credit-card transactions through Elavon
 - Designed a dual-mode architecture supporting both on-prem (Transaction Server) and remote (HTTP API) game-card balance and recharge flows
- MobileIReader (MIR)** | *Kotlin, ASP.NET Core, C#, SQL Server, Dapper, JWT* 2025 – Present
- Contributed to a mobile card platform from InterCard, the cashless payments provider trusted by 4,000+ amusement and entertainment venues across 70+ countries
 - Developed features across the Android (Kotlin) client and ASP.NET Core (.NET 6) backend with a multi-tenant SQL Server architecture using Dapper, processing RFID, QR-code, credit-card, and card-debit transactions
- RIOT Company Portal** | *React, Express, TypeScript, MySQL* Feb. 2025 – May 2025
- Architected and delivered a full-stack enterprise employee portal enabling timekeeping, leave requests, announcements, and payroll access
 - Built a React frontend and Express/TypeScript REST API backed by MySQL, supporting multi-feature internal tooling for company-wide use
- Institute of Area Management** | *Next.js, TypeScript, Tailwind CSS* 2025 – Present
- Developed a Next.js advocacy and content platform for a Philippine institute promoting constitutional reform, geopolitical awareness, and community-centered sustainable development in Central Zambales
 - Building a content management system with online courses, video resources, and blog publishing to support the institute's educational and advocacy initiatives
- OCGEMPC Loan Processing System** | *Angular, Express, TypeScript, MySQL*
- Executed QA tests and implemented full-stack enhancements for a cooperative loan processing platform serving Olongapo City Government employees
 - Digitized application encoding, approval workflows, and monthly amortization tracking to streamline operations and reduce manual errors
- Segara Hotels Subic Website** | *React.js*
- Developed a dynamic and user-friendly website for Segara Hotels Subic using React.js to facilitate online bookings
 - Optimized website performance and improved SEO, resulting in increased traffic and user engagement
- MEDQ** | *React Native (Expo), Python, Machine Learning*
- Led development of a React Native mobile platform addressing the financial burden of medical expenses by connecting donors with patients through a community-driven matching system
 - Implemented a Python-based machine learning algorithm to pair donors with patients based on case fit, with real-time data sync and donation tracking
 - Built Facebook-style social features (activity feed, profiles, posts, media uploads) and an admin management portal for donation statistics, case oversight, and donor-patient pairing
- REBOX** | *Python, OpenCV, NumPy*
- Developed a boxing game in Python using OpenCV and NumPy for real-time hand detection and motion-based gameplay controls
 - Designed and implemented game mechanics integrating computer-vision input for an immersive, controller-free gameplay experience