Drexler L. Reyes

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PROFILE

Recent BS Computer Science graduate and full-stack developer with experience delivering software used in daily operations. I built and maintain Sisters & Brows' branch operations platform, used by approximately 75 employees across nine branches and serving more than 21,000 customers. My work spans React and Next.js applications, databases, APIs, and deployment, with additional experience in game development and academic machine learning projects.

TECHNICAL SKILLS

Languages and frontend: TypeScript, JavaScript, React, Next.js, HTML, CSS, Python, C#, SQL, C++
Backend and data: Node.js, REST APIs, PostgreSQL, Supabase, SQL Server, MongoDB, ASP.NET Core, Blazor, FastAPI
Data science and ML: Python, NumPy, pandas, Seaborn; data cleaning and visualization; k-nearest neighbors (KNN), artificial neural networks (ANNs), convolutional neural networks (CNNs); model training and evaluation.
Delivery and systems: Git/GitHub, role-based access, real-time workflows, WebSockets, deployment, production troubleshooting, Unity C#, ESP32/Arduino integration

WORK EXPERIENCE

Sisters & Brows | *Full-Stack Developer* *Jan 2026 – Sep 2026*

- Sole developer of *Sisters & Brows Branch Operations Platform*, a single production platform for nine branches serving more than 21,000 people, and internal operations are used by roughly 75 employees.
- Turned staff workflows into appointment scheduling, live queues, customer records, finance reporting, inventory, and audit tools; implemented role-based access, branch-isolated data, and real-time updates.
- Owned requirements, application architecture, responsive frontend, server-side logic, PostgreSQL database design, deployment, debugging, and continued production improvements.
- Separately built a Next.js/TypeScript booking automation backed by Google Sheets, with appointment capacity checks, duplicate-booking prevention, rescheduling, and multi-branch rules.

OpeniT Philippines | *.NET Developer Intern* *Feb 2026 – Apr 2026*

- Contributed to ChartForge, an AI-assisted data visualization product, within an existing ASP.NET Core and Blazor Clean Architecture codebase.
- Worked across application and database components involving SQL Server, PostgreSQL, pgvector, retrieval-assisted chart generation, and isolated chart rendering; learned to contribute within an established team codebase.

Junior Philippine Computer Society, DLSL | *4th Year CS Representative* *May 2025 – Jun 2026*

- Led development of the buzzer system used at JPCS Nite 2026 and contributed backend functionality to the JPCS attendance system still used at events.
- Developed WebSocket-based event games and helped deliver interactive activities for students and outside visitors.

SELECTED PROJECTS

AquaSense | *Paid engineering thesis project with BSU-TNEU Alangilan students*

- Built the web dashboard and ESP32 data connection for a working prototype; displayed live dissolved oxygen, voltage, current, and battery readings.
- Translated physical sensor output into readable web views so the engineering team could inspect measurements from its prototype.

Flower Shop Operations System | *Paid client project*

- Delivered a web application used by two to three employees in the flower shop's daily operations.
- Translated the small business client's operational needs into features for everyday staff use.

Event Games and Physical Computing | *DLSL and JPCS events*

- Co-built Whack.io, a two-player physical whack-a-mole game, connecting ESP32 data to its web scoreboard; created Tala Makiling, named Most Played Game at E-Week 2025.
- Built browser-based WebSocket games used as icebreakers at JPCS events and delivered the buzzer system for JPCS Nite 2026.

Grammar Heroes | *BS Computer Science thesis · Unity/C#, Python, FastAPI*
- Developed an educational game with a fine-tuned grammar-correction model and deployed API; tested it with 38 pupils and four teachers.
- Connected the Unity learning experience to the deployed language-processing API so student input could receive grammar feedback in the game.

Hackathon and Game Jam Entries | *Team projects*
- Vela: contributed to our finance app entry at Cold Start Hackathon 2025.
- Kalma: contributed to a team entry that reached the finals of the 2026 DDB Mobile App Challenge.
- Discolored: contributed to our Unity/C# game that reached the Top 9 at SikapTala Game Jam 2026.

Minecraft Mods | *Community development*
- Contributed to Minecraft add-ons, including a chest-sorting system and a quiz integration.

Kino | *Full-stack film diary project · ASP.NET Core, React, PostgreSQL, Learning Project*
- Built a social film diary with search, ratings, reviews, viewing history, profiles, and yearly activity summaries; implemented an authenticated API and database-backed application.

EDUCATION

De La Salle Lipa | *BS Computer Science, Major in Game Development* *Graduated Jun 2026*
Calculated GWA: 3.58 / 4.00, based on available grade records.
Relevant coursework: Software Engineering, Data Structures and Algorithms, Web Development, Databases, Artificial Intelligence, Data Science, Information Security.

CREDENTIALS AND RECOGNITION

TOPCIT Level 3 (Competent), Jan 2026: Applied IT problem-solving and technical capability assessment.
MongoDB University course badges, Sep 2026: Overview: Core Concepts and Architecture; CRUD Operations; Aggregation Fundamentals.
- 2nd Place, DataBiz Regionals 2025, competing in C++ and Python.
- 4th Place, CodeChum Nationals 2025.
- 9th Place, SikapTala GameJam 2026.
- Finalist, Dangerous Drugs Board Hackathon 2026.
- Represented DLSL in CodeChum 2025–2026, iSITE 2024–2026, and SikapTala 2025–2026.