

# Arian Allorde

Software Developer

Location: Legazpi City, Albay

Number: +639171531192

allorde.arian@gmail.com

[linkedin.com/in/arianmta](https://www.linkedin.com/in/arianmta)

<https://arianmta.vercel.app/>

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Software Developer with experience building web applications, AI-powered solutions, and business software across frontend, backend, database, and product-delivery functions. Experienced in translating business requirements into technical solutions, working across the software development life cycle, integrating APIs and databases, debugging production issues, and collaborating with cross-functional teams. Additional experience in Agile/Scrum, project coordination, procurement, data management, and freelance team leadership.

## Work experience

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### **Sogod Enterprises** | Software Engineer / AI Specialist

*Sogod, Bacacay Albay | 03.2026 – 08.2026*

- Executed the SDLC from requirements analysis and solution design through development, testing, deployment, and technical documentation.
- Developed web applications, automation tools, and AI-powered business solutions using frontend technologies, REST APIs, databases, and AI/LLM services.
- Collaborated with the Product Solution Manager to translate business requirements into scalable technical solutions and supported ongoing debugging, optimization, and maintenance.

### **Rural Bank of Guinobatan, Inc** | IT Developer

*Guinobatan, Albay | 10.2025 – 02.2026*

- Investigated database deadlocks and transaction issues using SQLYog and PuTTY, identifying root causes and escalating findings to the senior developer and IT management.
- Refactored MariaDB stored procedures, validated key use cases, and prepared testing reports in a simulated live environment to improve query reliability.
- Analyzed transaction logs and database records to identify discrepancies across more than 500,000 transactions, documenting findings and escalating them to IT and executive leadership.

### **Freelance Game Developer** | Team Lead

*Legazpi City, Albay | 09.2025 – 04.2026*

- Led a 4-person cross-functional team in delivering a client-commissioned 2D game from concept through playable build under real project constraints.
- Designed and implemented core gameplay systems using GameMaker Studio 2, focusing on stable performance and user interaction.
- Established workflows, integrated assets, and coordinated debugging and iteration throughout development.

### **Freelance (SwingVA)** | Team Lead

*Legazpi City, Albay | 07.2025 – 09.2025*

- Led a 6-person development team, coordinating client communication, requirements, project progress, and feature delivery.
- Supervised implementation of a booking system using the HubSpot API, tracking development progress and clarifying requirements to maintain alignment with client expectations.
- Conducted end-to-end manual testing of the booking system, email workflows, and user experience, identifying issues and improving frontend quality before launch.

### **Quanby Solutions, Inc** | Project Management Intern

*Legazpi City, Albay | 07.2024 – 05.2025*

- Served as Scrum Master and Frontend Developer, facilitating Agile ceremonies and coordinating cross-functional teams to maintain sprint progress and aligned workflows.
- Facilitated sprints, stand-ups, and retrospectives while collaborating with developers to support feature delivery and issue resolution.
- Contributed to frontend development for an HRIS and participated in project coordination activities.
- Participated in pre-bidding activities and RFQ reviews under a DevOps senior, canvassing products and analyzing cost, feasibility, manpower, and timelines to support project decisions.

### **Fornix Corporation** | Project-Based Backend Support

*Legazpi City, Albay | 01.2024 – 08.2024*

- Standardized and cleaned assigned datasets by removing duplicates and applying consistent naming conventions.
- Verified and corrected store information to maintain data accuracy, consistency, and integrity.

- Prepared and validated structured datasets for ERP migration, coordinating with supervisors to ensure project requirements were met.

## Education

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**Bicol University** | Bachelor of Science in Computer Science

*Legazpi City, Albay | 08.2021 - 05.2025*

GWA: 1.9 (90)

Relevant coursework: Machine Learning, Artificial Intelligence, Data Mining, Database Management, Software Engineering

Thesis: Real-Time Speech Rate and Emotion Feedback using Deep Reinforcement Learning

## Technical Skills

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**Languages:** JavaScript, TypeScript, Python

**Frontend:** React, Next.js, HTML & CSS, Tailwind CSS, Angular

**Backend:** Node.js, REST APIs, Express, PHP (Basic), WordPress

**Databases:** MySQL, MariaDB, Supabase, Firebase, PostgreSQL, Convex, Firebase

**Tools & Platforms:** Git, Docker, Postman, Figma, TensorFlow, Vercel, Google AI Studio, Puter.js, Elementor

**AI & LLMs:** Gemini, Claude, GroqCloud, OpenRouter, Ollama (local LLMs: QwenCoder, DeepSeek, Claude, & etc)

**Core Competencies:** Data analysis, query optimization, debugging, API integration, data cleaning, data migration, log analysis, CRM integration, E-commerce systems

**Soft Skills:** Agile methodologies, Scrum, sprint planning, retrospectives, cross-functional collaboration

## Projects & Involvement

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### Real-Time Speech Rate and Emotion Feedback System

- Built a web app that uses NLP and machine learning to measure tempo, pronunciation, fluency, and emotion in speech, improving feedback accuracy over time through self-learning models.
- Tech Stacks: React, TypeScript, Node.js, Express, Tailwind CSS, PostCSS, Chart.js, RxJS

### Talk.twah

- Developed a standalone web app to simplify speech data collection for the thesis system, streamlining the data gathering process and improving annotation efficiency.
- Tech Stacks: React, TypeScript, Vite, Tailwind CSS, shadcn/ui, Supabase, Web Audio API

### AI Humanizer

- Built an AI text humanization and detection platform using Groq Llama-3.3 LLM through a secure server-side API proxy to execute custom text processing prompts and humanization outputs.
- React, TypeScript, Vite, Express.js, Convex, GroqCloud API