

LEONARD M. PORTERIA

SOFTWARE DEVELOPER • FULL-STACK DEVELOPMENT • AI & AUTOMATION
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Information Technology candidate with hands-on experience in full-stack web development, AI integration, and system optimization. Skilled in building scalable applications, deploying machine learning models, and automating workflows to improve efficiency and user experience.

RELEVANT SKILLS

- Programming Languages:** JavaScript, TypeScript, Python, C#, .NET, Java
- Web Development:** ReactJS, Angular, Next.js, TailwindCSS, NodeJS, Express, Flask, RESTful API
- Cloud, DevOps, and Deployment:** Vercel, Azure, Docker, Postman, ThunderClient, IIS
- Databases:** MySQL, MSSQL, MongoDB
- Machine Learning & AI:** TensorFlow, PyTorch, spaCY, Machine Learning, Automation
- Version Control & Tools:** Git, GitHub, Git Bash, Azure DevOps
- Development Tools & Environments:** Visual Studio, VS Code, Jupyter Notebook, Postman, Swagger

EXPERIENCE

- PUP - Institutional Quality Management Systems Office** March 2025 - Present
Computer Programmer III
 - Designed and maintained the PUP Quality Management Information System using .NET and Angular.
 - Provided technical support and implemented functional improvements.
 - Deployed web applications locally using IIS and contributed to system documentation and updates.
- 1Devs incorporated (Internship)** March 2025 - June 2025
Full-Stack Developer
 - Led a new game development team and helped define core architecture.
 - Designed game logic and built an asset management system, streamlining development processes.
 - Developed and deployed a CMS for a game’s promotional site via Azure and Vercel.
- Applicant Tracking System (Capstone Project)** February 2024 - January 2025
Project Manager, Full-Stack Developer
 - Built a full-stack, ML-powered applicant tracking system using ReactJS, NodeJS, Flask, MySQL, and TensorFlow.
 - Integrated resume parsing and job position prediction using CNN and NLP (SpaCy).
 - Led a multidisciplinary team, coordinated with stakeholders, and managed system planning and delivery.
- PUP - CCIS Laboratory Operations Office** September 2023 - February 2025
Student Assistant / Volunteer
 - Developed a maintenance tool that reduced lab troubleshooting time from 8 days to 3.
 - Maintained computer lab equipment and ensured smooth daily operations.
 - Provided technical and administrative support to faculty and students.

PAPERS AND PRESENTATIONS

- Job Tier Classification in Applicant Tracking Systems Utilizing One-Dimensional CNN** June 2025
Oral Presenter at WCSE 2025 (Paper ID: JK12014)
 - Proposed a 1D CNN architecture to classify job tiers within applicant tracking systems.
 - Demonstrated enhanced model accuracy and efficiency over baseline methods.
 - Presented research findings at the 2025 International Workshop on Computer Science and Engineering.
- Object Detection in Computer Laboratory Setting Utilizing YOLO Model** September 2024
Accepted at ASSE 2024 (Paper ID: AS0085-A).
 - Developed and benchmarked a YOLO-based object detection system tailored for academic lab settings.
 - Focused on real-time detection performance within constrained and cluttered environments.
 - Accepted for presentation at the 2024 Asia Service Sciences and Software Engineering Conference.
- Young Founders Summit - Startup Competitions** June 2019 - November 2019
Champion (National), Semi-Finalist (International - China)
 - Competed in startup competitions in the Philippines and at Peking University, China.
 - Pitched innovative business ideas to investors, mentors, and industry leaders.
 - Attended entrepreneurship training and collaborated with multicultural teams to refine business strategies.

EDUCATION

- Bachelor of Science in Information Technology (Candidate)** 2025
 - Polytechnic University of the Philippines - Manila