Roberto Sabanal Jr.

Full-Stack Engineer
UI/UX Designer

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Summary

As an accomplished Full-Stack Engineer and UI/UX Designer, I bring extensive experience in development and design. I've contributed to developing and deploying complex systems, enhancing platform functionalities, and implementing key features. My expertise extends to designing and developing websites and web applications, prioritizing user experience and aesthetics. I also excel in maintaining and improving web platforms and APIs. In addition to my professional work, I have served as a college instructor, teaching free-hand drawing and game development courses. I hold a Bachelor of Science in Information Technology, and my capstone project focused on utilizing simulations to teach classical physics.

Skills

Web Developement	Graphics Design
UI Design	Animation	3D Modeling
Free-hand drawing	HTML	CSS	JavaScript
PHP	React	Redux	Styled-components
Angular	Vue	Sass	Tailwind
FramerMotion	Webpack	Jest	Next.js
Nuxt.js	Laravel	Node.js	Express.js
MySQL	PostgreSQL	MongoDB	Prisma
Mongoose	Webflow	Wordpress	AWS
Digital Ocean	Figma	Sketch	Photoshop
Illustrator	Sketch	Blender	Sketchup

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Experience

Full-stack Developer/Designer

Nov 2021 - Present - Goleansigma.de • Remote, Germany

Develop goleansigma.de from scratch, involving oneself in the entire design, development, and deployment process. Major features include: Audit Dashboard and Charts, 5S/6S Audit, Task Management, Multi-Moment Analysis Dashboard and Charts, and User Management.

Software Engineer

Feb 2021 - Oct 2022 - Moment.co • Remote, USA

Assist in maintaining and implementing features for moment.co. Notable features implemented include Chat Poll, Artist Onboarding, Redesigned Artist Dashboard, and Moment House Japan integration.

Frontend Developer/Designer

Aug 2019 - Nov 2020 - Kicksta.co • Remote, USA

I designed and implemented the frontend of url.bio using Nuxt.js. My responsibilities included working on the following features: Drag and Drop Link Management, Theming, and Analytics Page.

College Instructor

Jun 2019 - Apr 2022 - University of Negros Occidental - Recoletos Bacolod, City, Philippines

I taught multimedia-related courses such as freehand and digital drawing, 2D/3D animations fundamentals, as well as game-related courses like Mathematics and Physics for game development.

Frontend Developer/Designer

Aug 2018 - Jun 2019 - Snagshout.com • Remote, USA

Assist in maintaining and implementing features of snagshout.com and merchant.snagshout.com. My responsibilities included implementing new designs and API Implementation.

Web Developer/Designer

Apr 2015 - Aug 2018 - Tastradesoft.com • Bacolod, City, Philippines

I design and develop various websites and web applications for the company's clients. Additionally, I am responsible for maintaining the company website and fulfilling other design needs of the company.

Education

Bachelor of Science in Information Technology

Jun 2011 - Apr 2015 - University of Negros Occidental - Recoletos Bacolod, City, Philippines

Capstone: Physics Eye - a computer-aided instruction application designed to teach high school students Classical Physics through simulations and animations. Its goal is to enhance students' understanding of physics concepts using interactive visualizations.