

# John Jerome C. Pardo

🐍 Par-python | 🌐 jjpardos | 🌐 jjpardo.com | ✉ johnjerome.pardo@gmail.com | 📞 0969 566 6410

## EDUCATION

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**Ateneo de Manila University**

Expected May 2028

Bachelor's of Science in Computer Science

## SKILLS

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Languages and Frameworks: JavaScript (ES6+), TypeScript, Python, Java, Rust

Libraries and Tools: React, Next.js, Node.js, PostgreSQL, Supabase, TailwindCSS, Git, Vercel, Cloudflare

## EXPERIENCE

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**Lead Developer and Full-Stack Developer**

May 2025 – May 2026

*One Big Match*

- Led and supervised the a team of 3 developers and designers, managing task distribution, timelines, and project milestones
- Architected and implemented full stack solutions across front-end and back-end systems to ensure scalability and performance
- Collaborated with a 7-person marketing team to align technical implementation with branding strategy, user engagement goals, and product launch timelines

**Web Development Deputy**

Dec 2025 – April 2026

*TEDxAteneoDeManilaU*

- Designed and developed an intuitive, theme-driven website that clearly communicated the event's purpose and talk concepts through engaging visuals and smooth interactions
- Improved user experience by organizing content so that 90% of essential event information was accessible within the first section of the site
- Reduced friction in the registration process by simplifying form flows and navigation, decreasing the registration process to 3 clicks

**Web Developer**

June 2025 – August 2025

*ORSEM Sigla 2025*

- Improved page load speed by 40% by optimizing images, removing unused JavaScript, and refactoring heavy React components
- Resolved layout shift issues to create smoother visual rendering and better user interaction
- Increased Lighthouse performance scores into the high 80s-90s range through front-end performance best practices

## PROJECTS

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**S1napse**

Nov 2025 - May 2026

*Personal Project*

- Designed a unified reader abstraction over 6 vehicle data sources, integrating 5 real-time sim telemetry protocols (shared memory, UDP) and ELM327/OBD-II to stream and normalize 40+ channels at 60 Hz.
- Built a real-time analytics layer (math channel engine with custom formula parser, corner detector, trail-brake analyzer) producing sub-second coaching insights, shipped to users as a signed Windows installer with auto-update.

**Sim.ula**

March 2026

*Team Project*

- Architected a podium-winning AI policy simulator at BlueHacks 2026, leveraging GraphRAG and custom transferability chains to transform speculative urban planning into evidence-based civic action.
- Piloted 94 civic precedents for Quezon City, enabling data-driven policy decisions through retrieval-augmented reasoning over a curated knowledge graph.

**bigfiles**

May 2026

*Personal Project; 110 downloads, 8 stars on crates.io*

- Built a parallel disk scanner in Rust on the ignore walker with a 4-stage dupe pipeline (size → inode → partial/full BLAKE3) and a persistent hash cache, taking warm re-scans from 0.45s to 0.011s.
- Shipped a 4-subcommand CLI and a ratatui TUI with filter, trash-by-default delete, and dupes-for-subtree, distributed as prebuilt Linux/macOS/Windows binaries.