

Adrian Seth M. Tabotabo

RÉSUMÉ

Computer Engineer · Full-stack developer

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I build complete systems end to end — from ESP32 firmware to production apps, and the computer vision in between.

Computer Engineering student with four years of freelance and project work across full-stack development, embedded systems, and applied computer vision. I bridge hardware and software — custom IoT protocols on ESP32 at one end, production apps and databases at the other — and I ship software that installs in one click and is documented well enough for someone else to pick up.

EXPERIENCE

Freelance Programmer

2022 — Present

Self-employed · Cebu, Philippines

- Architected a full-stack inventory system on MariaDB, PHP, and Flutter, delivering one cross-platform experience for inventory tracking.
- Engineered a custom two-way communication protocol between ESP32 microcontrollers over ESP-NOW, improving data-transfer reliability for IoT deployments.
- Built hardware-software systems end to end: a human vitals scanner with BPM monitoring, a trash separation system, and autonomous robotics — line-following and sumobots.

Interactive Simulation Developer (Intern)

Jan — Mar 2024

Wellmade Motors & Development Corp. · Cebu, Philippines

- Diagnosed critical gaps in knowledge transfer around machinery operation and proposed a 3D interactive solution.
- Developed a modular Unity simulation of a slotter machine — zoom, component isolation, and animation controls including the ramming mechanism — so new employees could train without touching live equipment.
- Worked in a four-person team to digitize heavy-machinery operations into an accessible, scalable learning tool.

EDUCATION

BS Computer Engineering

Expected 2028

Cebu Institute of Technology – University · Cebu City

Secondary Education

Completed

Mandaue City Comprehensive National High School · Mandaue City

SELECTED PROJECTS

Wildcat One — student portal

React · Vite · PWA

Unofficial mobile-friendly wrapper over the university's WITS student system — schedule, grades, tuition, and enrollment, behind the student's own login. Solved a Cloudflare-gated backend with a non-datacenter session proxy.

Gala

React Native · Supabase · Private

Group travel planner with an AI concierge — the conversation becomes a shared itinerary with a map and split expenses. Led as PM on a six-person team; Expo client, Supabase with row-level security, model calls isolated in Edge Functions.

VeraLove

C# · .NET · Private

Dating app vs. love scams — identity & video verification, in-app chat and calls, scam-pattern detection.

Banter

C# · Terminal.Gui

A real-time, cloud-synced chat client that lives entirely in the terminal.

Person Detection System

Python · FastAPI · Live

Real-time YOLOv8 + ByteTrack detection and face recognition; ships as a standalone Windows .exe.

Crack Classifier

React · Firebase · Live

Infrastructure crack documentation — EXIF capture, severity grading, Firebase, with unit tests.

POS System

C · RBAC

Point-of-sale and inventory in pure C with role-based access, a custom file-based database engine, and search that filters as you type.

AWARDS & ACHIEVEMENTS

2nd Place — Open C Programming Competition, CIT-U

Placed as a freshman, competing against 2nd-, 3rd-, and 4th-year Computer Engineering students.

Regional Finalist — International Science and Engineering Fair (ISEF), 2024

Vice President, Committee Member — ICpEP.SE, CIT-U Chapter, 2024

President — MCCNHS Robotics Club, 2023–2024

Champion — MCCNHS Amazing Race, Team Lead, 2023

Participant — National Robotics Competition, 2023

SKILLS

LANGUAGES	C, C++, C#, Python, TypeScript, JavaScript, Dart, PHP, Lua, SQL
FRAMEWORKS	React, React Native / Expo, .NET, Flutter, Unity, Node / Express, FastAPI
DATA & TOOLS	Supabase / Postgres, Firebase, MySQL / MariaDB, Vercel, ESP32 / PlatformIO, Git

References available on request.