Josiah Maius S. Ebia

Quezon City, PH
Mobile: (+63) 9157618327
Email: hello@jmebia.com
www.linkedin.com/in/jmebia/ | github.com/jmebia | www.jmebia.com

Work Experience

Backend Developer / KodeTeQ Business Solutions Inc., March 2025
- Developing and maintaining back-end services
- Implementing RESTful APIs and handling integrations with third-party services
- Collaborating in an agile environment to meet rapid development goals and assisting in DevOps tasks

Game Developer / Across Lunacia, February 2022 – March 2025
- Sole programmer for a 2D pixel-art adventure game using Godot Engine and GDScript
- Configured and managed Linux-based test and database servers for play testing
- Developed and maintained the project's website and web backend

Software Developer / MegaXcess IT Solutions, Inc., June 2021 – February 2022
- Built web applications with Laravel
- Collaborated with a cross-functional team to deliver internal tools and client-facing dashboards, optimizing user workflows and reducing manual processes

Back-office IT Developer / Belvedere Vista Corporation, January 2021 – May 2021
- Created internal web dashboards using PHP and JavaScript
- Maintained legacy codebases and improved system documentation

Web Developer and Acting COO / Wyvern Corp, February 2019 – December 2020
- A founding member of the startup.
- Worked on the development of websites and apps for various clients from planning and research to deployment.
- Served as a liaison between our team and clients.

Web Developer / Omnibus Technologies, June 2018 – September 2020
- A founding member of the startup.
- Developed the early version of the Omnibus cloud application using Laravel.
- Lead and assisted the continuous development of the platform and other custom applications.
- Served as a liaison between our team and clients.

Intern / UP ITDC, December 2017 – April 2018
- Performed UAT on UP's information systems and was also assigned to UP ITDC's help desk to assist with the issued tickets during enrolment.
- Tasked to create a static html webpage, a Django forms project and to jumpstart the development for a reservation system using Laravel.

Education

Bachelor of Science in Computer Science
Adamson University, March 2018

Skills

- **Languages:** PHP, JavaScript, Python, Java, C#.NET, HTML, CSS, GDScript, SQL
- **Frameworks:** Laravel, Django, NestJS, Next.js
- **Front-End:** ReactJS, Bootstrap, Tailwind CSS, jQuery
- **Game Dev:** Godot Engine
- **SQL/NoSQL:** MySQL, SQL Server, JSON-based NoSQL
- **Containerization:** Docker
- **Web Servers:** Apache, Nginx, Node.js
- **Environments:** Linux, Ubuntu, Debian, macOS
- **Version Control:** Git
- **Workflow:** Agile / Scrum

Activities and Involvement

- **Exhibitor** – Indie Fiesta Booth @ ESGS *(October 2018)*
- **Speaker** – *Getting Started in Game Development with Godot 3*, Adamson University *(September 2018)*
- **Participant** – WebGeek DevCup Hackathon *(2016)*
- **Java Programming Competitor** – Far Eastern University *(2016)*
- **Auditor** – Adamson Computer Science Society *(2016–2017)*
- **Chief Research & Design Officer** – ACOMSS Coders *(2016)*