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4th Year - BS Computer Science Student

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{ } ABOUT ME

Versatile Developer specializing in Full-stack Web, Mobile, and Game Development. From engineering arcade-style games to digitizing business operations with multi-branch court schedulers and hotel reservation systems, I design software that solves real-world logistics and engages users. I employ an AI-driven development approach to maximize coding efficiency, maintain clean architectures, and deliver reliable solutions.

🎓 EDUCATION

2023 – Present

BS Computer Science

Ateneo de Naga University 

Naga City, Philippines

📁 WORK EXPERIENCE

Junior Applications Programmer - Intern

June - July 2026

Management Information Systems (MIS) Office — Ateneo de Naga University

Containerized university projects using Docker and established streamlined CI/CD pipelines deployed via Coolify. Standardized and migrated historical student records while enhancing UI responsiveness and database schemas for the university centralized portal.

📁 PROJECTS

TriShot Court Scheduler & Operations Platform

Web Application

A sports facility management platform built to centralize business operations and digitize manual booking workflows across separate physical branches.

Papa Tantan Apartelle Booking & Management System

Web Application

A centralized property management and guest reservation platform designed to transition daily lodging operations from manual logs to a digital dashboard. This project streamlined room status tracking, check-ins, and payments, significantly reducing the risk of overbooking for both staff and guests.

PaceMaker

Web Application

An event management system for races and general events designed to streamline the entire event lifecycle for both organizers and participants. It simplifies event discovery, category configurations, attendee registrations, and live roster management through a centralized dashboard.

Time Dining

PC Game

a 2.5D time-travel restaurant management game built in Godot, featuring multi-era gameplay mechanics and dynamic NPC behavior inspired by Overcooked 2.

TrekPoint

Mobile Application

A centralized platform designed to connect hikers and event organizers. It simplifies the process of booking, managing, and participating in hiking trips by providing a centralized, reliable hub.

🧠 TECHNICAL SKILLS

Languages:

C++, Java, C#, HTML, Javascript, CSS

Tools & Platforms:

VS Code, Github, GitLab, Vercel, Render, Jira, ClickUp, Figma, Docker

Game Development:

Godot, Unity

Web Development:

- **Frontend:** React.js, React Native, Next.js
- **Backend:** Node.js, Express.js, Laravel, REST APIs
- **Databases & Cloud:** MongoDB, Supabase, Firebase

AI & Productivity:

Google Antigravity IDE, Github Copilot, NotebookLM