Nico Alumbro

Full-stack Developer & Creative Technologist

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PROFILE

Developer and creative technologist combining product engineering, operational systems, mobile interfaces, and multimedia production. Background spans software development, data systems, teaching, design, motion graphics, and media post-production.

EXPERIENCE

Systems, Data & Administrative Technology

DENR Region X

Operational systems, data control, procurement support, process improvement, and technology-enabled public-service workflows.

Technology & Multimedia Instructor

USTP

Teaching Mobile Programming and previously handling multimedia-focused subjects connecting code, design, and production practice.

Independent Developer & Creative Partner

Remote / International clients

Web and mobile development, product implementation, branding support, video post-production, and recurring content delivery.

SELECTED PROJECTS

ENREMCO Management System

Laravel, PHP, and MySQL platform for cooperative operations: members, savings, shares, loans, payments, imports, and reporting.

TukodPH Digital Experience

Responsive Next.js and React website, from design prototype to component architecture, deployment, hosting, and domain configuration.

Reverse Focus Media Production

Recurring podcast, interview, and industry-update post-production with editorial pacing, sound design, graphics, and platform-ready delivery.

Watershed Rush

Educational endless-runner game for DENR Region X, using JavaScript and Phaser 3 to teach watershed conservation through interactive gameplay.

SKILLS & TOOLS

Development: Laravel, PHP, Next.js, React, TypeScript, JavaScript, MySQL, GraphQL

Mobile & Interface: React Native, Expo, responsive UX, design systems, UI implementation

Creative: Premiere Pro, After Effects, Audition, Illustrator, video editing, motion graphics, audio post-production, graphic design, 3D workflows