

AURELIO HEVI ALFONS

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PROFESSIONAL SUMMARY

Full-stack developer with hands-on experience in Python, JavaScript/TypeScript, and React, building and deploying React/Next.js applications to Vercel via GitHub, including API design, SQL database work, and third-party system integrations. Shipped production features during a software development internship (Flutter, Firebase, Stripe) and built full-stack projects end-to-end, including a Pokémon battle simulator with a real game engine (React + FastAPI, SQL persistence) and an AI-powered recommendation app integrating multiple external APIs. Comfortable across the full delivery pipeline with Docker and GitHub Actions CI/CD.

TECHNICAL SKILLS

Languages	: TypeScript/Javascript, Python, Dart, Java.
Frontend & Mobile	: React/Next.js, Flutter, Tailwind CSS.
Backend & Data	: Node.js/Nest.js, FastAPI, REST APIs, OOP, MySQL, PostgreSQL, SQLite, Database Design.
Cloud & DevOps	: Azure, AWS, Docker, Git, GitHub, GitHub actions, Firebase Firestore, Vercel, Render, BitBucket.
Others	: Agile, Asana, Figma, Unit Testing(Jest, PyTest), Requirements Gathering, Debugging.

WORK EXPERIENCE

Software Developer, Internship - Everything You Need

Jan 2024 – Jan 2025

- Implemented dark/light mode theming (ThemeData + Provider) in Flutter, improving UI consistency app-wide.
- Fixed layout and responsiveness issues (Expanded, Flexible, MediaQuery), improving responsiveness by 20–30%.
- Implemented HR/Payroll features using Stripe, reducing manual staff processing time by 25%.
- Fixed bugs using Flutter DevTools and console logs, improving app stability by 40%.
- Used Git with BitBucket and tracked tasks on Asana in an Agile sprint workflow, completing 90%+ of sprint tasks on time.
- Built REST API integrations retrieving staff and rostering data from Firebase Firestore, with data validation and error handling, shipped features used in a real, live production app.

PROJECTS

PokeSim – Full-Stack Pokemon Battle Simulator

- Engineered a full-stack battle simulator (React + FastAPI) with a Gen 4-accurate turn-based damage engine covering type effectiveness, STAB, critical hits, and EXP/leveling.
- Architected the backend across three FastAPI routers (battle, pokedex, teams) with dataclass-based domain models and a SQLite schema enforcing foreign-key constraints and cascade deletes.
- Designed a wave-survival "Rogue Mode" with difficulty scaling driven by live team state.
- Integrated the PokeAPI with in-memory caching to cut redundant network calls, then shipped a two-service GitHub Actions CI pipeline and deployed a fully playable, publicly accessible game across Vercel and Render.
- Built React frontend for team building and battle interactions, communicating with the FastAPI backend via a typed REST contract.

WatchWise AI – AI-Powered Movie/Anime Recommendation App

- Built and deployed a full-stack app (React/TypeScript, FastAPI) using TMDB and Gemini APIs to generate real-time options.
- Split the logic so TMDB pulls real data and Gemini ranks and explains the top picks, eliminating fake or hallucinated recommendations.
- Optimized backend response time by 75% (15s → 3–4s) using async API calls, caching, and connection pooling.
- Containerized the app with Docker and set up a GitHub Actions CI pipeline that runs tests and checks builds on every push, publicly deployed product.
- Supported two interchangeable LLM providers (Gemini default, OpenAI alternate) behind a single interface, with defensive parsing to handle malformed or prose-wrapped model output without crashing requests.

Smart Foot Traffic Monitoring — Capstone Project (Maryborough Council)

- Partnered directly with a local council stakeholder, translating recurring requirements meetings into a delivered data system.
- Engineered a Python data-cleaning pipeline (deduplication, missing-value handling, timezone normalization) feeding a MySQL database.
- Built a Flask REST API to process requests and serve heatmaps and statistical summaries to the front-end UI.
- Built a real-time terminal progress and logging system (Python, Rich) to monitor pipeline execution and surface processing errors.
- Tested data outputs, API responses, and visualisations end-to-end, delivering a validated system the council could use to view accurate, real foot-traffic patterns.

EDUCATION

Victoria University

Bachelor of Information Technology

August 2022 – June 2025

GPA 6.06/7.00