

Jonathan Eldy I. Baldivicio

Software Developer · Mobile & Web Developer · Embedded System Engineer

Contacts

Email:
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Personal Website:
<https://nthnn.github.io>

GitHub Profile:
<https://github.com/nthnn>

Expertise

- C, C++, TypeScript, Go, Java, C#, JavaScript, Vue, PHP, Pug, Python, HTML5, CSS3, SASS, etc.
- MySQL and SQLite3
- Git & GitHub
- CI/CD Action Workflows
- Jupyter Notebook
- Doxygen
- NodeJS (including frameworks and libraries such as nodemon, Jest, parcel, Vite, Electron, TailWind, etc.)
- Bootstrap and jQuery
- PhaserJS (for 2D Game Development)
- Arduino and PlatformIO (for microcontrollers such as ATmega family, ESP32, ESP8266, RP2040, STM32F103, etc.)
- Android Application Development (Java)
- EasyEDA Schematics and PCB Designing
- Gameboy Advance Development with Butano Engine
- Microsoft Office
- Adobe Photoshop

About Me

Hello! I'm Jonathan Eldy Isip-Baldivicio (although I mostly use my pseudo-name "*Nathanne Isip*"), 21-years-old from Pasay City, Metro Manila. Aspiring to become a software engineer specializing in desktop, mobile, and web development, as well as an embedded systems engineer.

Education

- **Eulogio "Amang" Rodriguez Institute of Science and Technology**
2021-Present (Expected to graduate on 2025)
Currently pursuing a Bachelor of Science in Computer Science degree.
- **STI College Pasay-EDSA**
S.Y. 2018-2019
Completed the MAWD (Mobile App and Web Development) track during my senior high school.

Experiences

Freelancing and Commissions

- Offered an hour-based services for software, mobile application, and web development.
- Designed, developed, tested, and deployed software solutions for clients, handling the entire process from architectural planning to implementation.
- Collaborated closely with clients using an agile development approach.

Open-source Projects

- Developed tons of successful open-source projects available on my GitHub profile.
- Contributed 11 times on Arduino platform and PlatformIO.
- Open-sourced a RISC-V pocket computer, Neural Network Co-processor hardware, a decentralizable cloud back-end alternative, and many more.
- Worked with Windows, several Linux-based OS, and MacOS in developing open-source projects.