

Earl Batenga

App & Game Developer

SUMMARY

Full-stack developer in Davao City building web apps, dashboards and AI-connected tools in React, Next.js, TypeScript and Supabase, with Claude Code in my daily workflow. Also QA engineer at ODD Games and a Unity/C# game developer, plus a game & app development instructor. Open to remote roles and client projects.

erlrbn.dev@gmail.com Davao, Philippines

SKILLS:

TECHNICAL SKILLS

- C#
- JavaScript
- TypeScript
- Database (SQL)

GAME DEVELOPMENT

- UNITY 6
- Phaser

FRONTEND DEVELOPMENT

- REACT
- React Router
- Tailwind CSS
- Vite
- Expo

BACKEND DEVELOPMENT

- NODE.JS
- EXPRess.js
- MongoDB (Mongoose)
- REST APIs
- Supabase
- Docker, CI/CD & OAuth
- Python (Data, Agentic)

CORE SKILLS

- Programming & Software Development
- Web Development
- Game Development
- QA Testing
- Database Management
- Graphic Design
- Agentic Skill Training

PROFESSIONAL SKILLS

- Problem Solving
- Communication
- Team Collaboration
- Adaptability
- Attention to Detail
- Time Management
- Critical Thinking
- Analytical Skills
- Continuous Learning
- AI Development

EXPERIENCE:

FULL-STACK DEVELOPER — 2025 - PRESENT

Startup Group - RECONTECH

- Built a Next.js and NestJS app in a TypeScript monorepo with a rule-based recommendation engine.
- Added real-time messaging, Google Maps, and a privacy-first, on-device data flow.
- Delivered a live Work Order Tracker for a print company (React, Supabase, Cloudflare).
- Built Recontech Agentic Tool, an Electron desktop app that runs AI coding agents with shared memory.
- Maintained 300+ automated tests and a clean, branch-based Git workflow.

QA ENGINEER, TESTING & BUG FIXING — 2024 - PRESENT

ODD Games

- Test and fix bugs on our main games, Monster Truck Destruction and Trucks Off Road.
- Both games are coming soon to Steam; Monster Truck Destruction is also coming to Nintendo Switch.
- Performed functional, regression, and usability testing.
- Identified, documented, and tracked software defects.
- Executed test cases and verified bug fixes with the developers.
- Debugged issues during web and game development.
- Ensured builds met quality standards before release.
- Validated system requirements and overall application stability.

GAME & APP DEVELOPMENT INSTRUCTOR — 2022 - PRESENT

Mapua Malayan Colleges Mindanao *(Computer College Department)*

- Teach game development in Unity and app development with React and Expo.
- Develop course materials, lectures, and practical exercises.
- Mentor students in game design, app development, coding, and projects.
- Assess student performance through projects and assignments.
- Provide technical guidance and support to improve programming skills.

EDUCATION:

UIC DAVAO
2023 - 2025
Masters in Information Technology - Graduate

MAPUA MALAYAN COLLEGES MINDANAO
2018 - 2022
Tertiary, Game Development

AMA COMPUTER COLLEGE
2016 - 2017
Secondary, K12 Animation and Information and Communications Technology

CERTIFICATES:

APP DEVELOPMENT WITH SWIFT ASSOCIATE
2023
Apple · via Certiport

CAREER ESSENTIALS IN GITHUB
2024
GitHub · LinkedIn Learning

WEB DEVELOPMENT FUNDAMENTALS
2026
IBM SkillsBuild

FRONT-END WEB DEVELOPMENT
2026
IBM SkillsBuild

BACK-END DEVELOPMENT
2026
IBM SkillsBuild

GOOGLE AI PROFESSIONAL CERTIFICATE
2026
Google · Coursera

LANGUAGE:

- English
- Filipino
- Cebuano

KEY PROJECTS:

RECONTECH AGENTIC TOOL
2026
Desktop app for AI coding agents

WORK ORDER TRACKER
2026
Client app · React, Supabase

BLIND CARGO
IN DEVELOPMENT
3D Unity game for Steam

BANGSAK MULTIPLAYER
2021
Online Unity game · Photon

GAME PROGRAMMER — 2023
Online Jobs PH *(3-Month Project Contract)*

- Developed and implemented game features and mechanics.
- Debugged and optimized game performance.
- Collaborated with team members to improve gameplay and user experience.
- Tested and resolved software issues.
- Maintained clean and efficient code following project requirements.

API DEVELOPER INTERN — 2022
Galileo Software Services Inc.

- Designed and tested APIs using Postman to ensure functionality, reliability, and proper endpoint behavior.
- Created and executed API test cases, validated request/response structures, and performed debugging with developers.
- Collaborated on API integration and documentation to ensure system requirements and performance standards were met.

GAME DEVELOPER INTERN — 2021
Ikigai Studios

- Assisted in developing game features, mechanics, and interactive systems under senior developer supervision.
- Wrote, tested, and debugged code to improve gameplay functionality, performance, and stability.
- Collaborated with designers and developers to implement game assets, UI elements, and overall game flow.

ANIMATION & DATA RESEARCHER INTERN — 2017
IdeaHub

- Created and assisted in producing 2D/3D animations and visual assets for digital content and projects.
- Supported data research tasks by gathering, organizing, and validating information for project use.
- Collaborated with the team to ensure accurate outputs, smooth animations, and on-time project delivery.

LINKS:

- **LinkedIn** - Earl Batenga
- **Github** - Earl Batenga (ErlRuben)
- **Portfolio** - https://erlruben.github.io