

Luis Michael L. Goyone

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As a Software Engineer, I create and deploy features for the company's products, using various languages such as JavaScript and TypeScript, libraries and frameworks such as ReactJS, Next.js and Material UI. I collaborate with different departments of the team, such as design, product, and QA, to ensure the quality and usability of the solutions to the business requirements while considering code standards.

Experience

24metrics, Software Engineer

March 2025 - Present

24metrics helps businesses protect their advertising budgets and ensure they are paying for genuine, high-quality traffic, ultimately improving the return on investment for their digital campaigns

Responsibilities and Achievements:

- Streamlined ticket assessment processes by scoring based on detailed requirements, contributing to efficient workflow.
- Enabled seamless front-end development by proactively communicating with backend teams for critical API details.
- Fostered a collaborative environment within the front-end team, leading to effective problem-solving and increased development efficiency.
- Successfully converted complex Figma designs into responsive and fully functional web interfaces.
- Played a key role in the successful launch of the new company website, utilizing WordPress Elementor for robust development.
- Guaranteed a superior user experience by meticulously ensuring the responsiveness and functionality of all HTML and JavaScript elements.

Booky, Software Engineer

August 2022 - February 2025

Booky is a deals and discoveries platform that helps consumers find various deals at different food establishments, supporting merchants in gaining more traction and increasing sales.

Responsibilities and Achievements:

- Designed and implemented scalable solutions for complex requirements using modern frontend frameworks such as React, along with JavaScript and TypeScript, improving the user experience for millions of users.
- Collaborated on multiple repositories housing the company's products, ensuring consistency, maintainability, and high performance across the codebase.
- Developed and deployed new features aligned with the company's business objectives, increasing platform engagement and driving merchant sales.
- Conducted rigorous testing of functions and features, identifying and resolving bugs to maintain a 99.9% uptime and ensuring seamless user interactions.
- Fostered effective cross-functional communication by collaborating with product managers, designers, and backend developers, ensuring timely and successful project deliveries.
- Led the development and delivery of a key feature, centralizing all communication to ensure alignment across teams. Additionally, rigorously conducted code reviews, ensuring adherence to coding standards and mitigating potential issues before deployment.

PouchNation, Software Engineer

January 2022 - May 2022

PouchNATION is a company that provides all-in-one Cashless and Guest Management solution for venues and events to digitize operations and increase guest spend using NFC wearable technology.

Responsibilities and Achievements:

- Collaborated with the Web Development team to design, build, and enhance user-friendly and performant frontend solutions, ensuring seamless integration with PouchNATION's ecosystem.
- Contributed to the successful release of PouchNATION's Mobile Ordering Web Application, enabling venues to streamline their operations and provide guests with a more convenient ordering experience.
- Improved and expanded features in PouchNATION's Venue Dashboard Application, enhancing analytics, reporting, and venue management capabilities for clients, leading to improved operational efficiency.
- Utilized modern frontend development tools and technologies, including React, JavaScript, and TypeScript, to deliver high-quality, maintainable code.
- Collaborated closely with cross-functional teams, including product managers and backend engineers, to ensure alignment with business goals and deliver solutions on time.
- Participated in code reviews and contributed to improving development processes, ensuring high code quality and fostering a collaborative team environment.
- Gained valuable experience in developing solutions for large-scale venues and high-traffic events, applying problem-solving and performance optimization techniques.

Education

Saint Louis University

Bachelor of Science in Information Technology, August 2018 - June 2022

Skills

JavaScript, React, HTML, CSS, SQL, Git, Wordpress, TypeScript, Agile, Mobile app development, Front end development, React Native