

Franz Christian Dela Victoria

Software Engineer

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Education

University of St. La Salle

BS in Computer Science, 2022 - 2026

- **Honors:** Dean's Lister (2022 - 2026), Academic Achievement.
- **Activities:** Represented the university at the CHED RAISE 2026 national event in Iloilo to present the thesis project, La Search AI.

Experience

Co-Founder & Lead Software Engineer

Pahapos

Mar 2026 - Present

- Co-founded and architected Pahapos, an on-demand hyper-local logistics and errand platform supporting food delivery and custom Pabili/Padala errand services.
- Built a modular backend API using Python (FastAPI) and CLEAN Architecture, integrating Redis idempotency locks for secure financial transactions and Server-Sent Events (SSE) for live order tracking.
- Designed a PostGIS-optimized PostgreSQL database schema handling spatial dispatch clustering, automated delivery routing, and real-time demand heatmaps.
- Developed a unified, cross-platform Flutter mobile application serving Customers, Riders, and Merchants featuring Riverpod (MVVM), anti-spoofed background location telemetry, Mapbox, and HMAC-SHA256 offline state sync validation.
- Deployed containerized microservices on Linux VPS environments utilizing Docker, Nginx reverse proxying, Cloudflare, and automated GitHub Actions CI/CD workflows.

Backend & Integration Engineer

Freelance Software Engineer

Apr 2026

- Engineered an automated data integration service to parse, validate, and synchronize employee attendance logs from multiple legacy biometrics hardware endpoints into a unified Daily Time Record system.
- Standardized unstructured log timestamps and built robust error-handling pipelines to resolve log duplication and device timezone discrepancies.
- Designed a centralized relational lookup architecture by merging independent employee and department datasets to ensure accurate identity mapping across all logs.

Software Engineer Intern - Game Systems

Holysoft Studios Inc.

Jul 2025 - Oct 2025

- Programmed core gameplay loops and state engines in C# for "The Gods We Buried" (2.5D roguelike auto-battler), prioritizing code reusability and modular execution.
- Managed team version control standards and Git feature-branching strategies (GitFlow), simplifying build delivery cycles for a cross-functional development team.

Projects

La Search AI | *Backend Engineer* | 2025

- Developed the core backend API using FastAPI and CLEAN Architecture for an intelligent academic research assistant powered by Large Language Models and Retrieval-Augmented Generation.
- Designed and implemented the relational database architecture using PostgreSQL to manage system data and user interactions efficiently.
- Managed a database migration to a new embedding model by updating vector dimensions and reingesting document datasets into a Milvus vector database.
- Optimized system response times by identifying a processing bottleneck and implementing real-time text streaming across the backend and frontend.

DataScout | *Full-Stack Developer* | 2026

- Developed an AI-powered dataset profiler and data governance tool using Flutter and FastAPI to automate health diagnostics, anomaly detection, and PII scanning for backend data services.

Scores | *Mobile & Backend Developer* | 2026

- Developed a mobile application that extracts and processes student test data from physical multiple-choice answer sheets using Computer Vision and OpenCV.
- Built a cross-platform Flutter frontend and a Django backend API to automate grading workflows and securely store processed test metrics.

FingerQuest | *Mobile Developer* | 2025

- Created an offline mobile application utilizing real-time computer vision and machine learning (MediaPipe) to classify American Sign Language (ASL) hand signs.

Technical Skills

- **Programming Languages:** Python, SQL, C#, Java, Dart, JavaScript, PHP, C++
- **Frameworks and Libraries:** FastAPI, Django, Flutter, Laravel, Pandas, NumPy, OpenCV, PyTorch, MediaPipe, scikit-learn
- **Databases:** PostgreSQL, MySQL, Redis, Supabase, Neo4j, Milvus
- **DevOps & Cloud:** Docker, Git, GitHub Actions, Nginx, Cloudflare, Linux Shell Scripting, Firebase
- **Concepts & Architecture:** CLEAN Architecture, RESTful API Design, MVVM, MVC, State Management, CI/CD, Microservices, Real-Time Streaming (SSE), System Architecture

Certifications and Awards

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| • Most Outstanding in Software Development | University of St. La Salle, 2026 |
| • College of Computing Studies - Best Thesis | University of St. La Salle, 2026 |
| • Introduction to Microsoft Azure Cloud Services | Microsoft, 2026 |
| • Hands-on Introduction to Linux Commands and Shell Scripting | IBM, 2026 |
| • Data Engineering Foundations Specialization | IBM, 2025 |
| • Python Project for Data Engineering | IBM, 2025 |
| • Python for Data Science, AI & Development | IBM, 2023 |
| • Databases and SQL for Data Science with Python | IBM, 2023 |