

Klyrhon Miko R. Aurel

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I'm an aspiring software engineer with a passion for creating elegant, user-friendly web applications. With a strong foundation in both frontend and backend technologies, I bring ideas to life through clean code and thoughtful design.

Skills

Frontend: React, Next.js, TypeScript, HTML, CSS, Tailwind CSS

Backend: Node.js, Express, FastAPI

DevOps & Tools: Docker, Git

Experience

Freelance

Full Stack Developer

2025 - Present

- Built modular UI components using React and Tailwind CSS
- Optimized page load times through code-splitting and lazy loading
- Built enterprise grade systems for companie

Projects

P.A.C.E (Pasig Alumni Career & Employability)

Github: <https://github.com/KlyrhonMiko/pace>

- Developed a comprehensive career platform to connect alumni with highly curated employment opportunities.
- Engineered a dashboard providing institutions with actionable insights and real-time analytics on alumni employability.
- Implemented robust data tracking and visualization to monitor graduate career trajectories and optimize institutional reporting.

Koin

Github: <https://github.com/KlyrhonMiko/koin> Live URL: <https://klyrhon.tech/koin>

- Developed an offline-first personal finance mobile application using Flutter, enabling seamless multi-account management and reliable local data storage.
- Integrated Natural Language Processing (NLP) and voice recognition to allow users to quickly and intuitively log expenses hands-free.
- Designed a modern, responsive UI featuring interactive data visualizations to give users clear, actionable insights into their financial habits.

Null

Github: <https://github.com/KlyrhonMiko/nulll> Live URL: <https://klyrhon.tech/nulll>

- Developed an interactive algorithm visualization platform and code execution sandbox using Next.js and TypeScript to make complex data structures intuitive.
- Engineered a client-side execution engine leveraging WebAssembly (Pyodide) in a background Web Worker to capture real-time stack frames and variable states without blocking the UI.
- Implemented step-by-step visual debugging and dynamic data structure rendering using D3.js and Framer Motion with granular execution controls.