

## Adams Vincent Castillo

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### Education

#### University of the Philippines Los Baños

BS Computer Science, GWA: 1.416

Laguna, Philippines

Sep 2020 – June 2024

- Relevant Coursework: Web Programming, Data Structures and Algorithms, Object-Oriented Programming, Mobile Computing, Database Systems, Artificial Intelligence, Parallel Computing
- Magna Cum Laude
- The International Honor Society of Phi Kappa Phi, Chapter 045 (University of the Philippines) nominee (2023 & 2024).

#### Regional Science High School for Region 2 – Senior High School

Science, Technology, Engineering, and Mathematics Strand

Isabela, Philippines

June 2018 - May 2020

- Graduated with Honors

### Relevant Information

#### TimeFree Innovations Inc

July 2023 - Aug 2023

#### Software Developer Intern

- Implemented additional features for a service center accreditation website using TypeScript, Angular, and C#.

### Technical Skills and Projects

**Programming:** Python, JavaScript, Java, C, React.js, Node.js

**Databases:** MongoDB, MariaDB, SQL, NoSQL

**Version Control:** Git

**Operating Systems:** Windows, Linux

#### QR Code-based Attendance Recording and Monitoring System

Feb 2024- June 2024

- Technologies used: JavaScript, React.js, Node.js, Express.js, MongoDB
- Developed a QR code-based system for the recording and monitoring of students' attendance in UPLB.

#### Student Accommodation and Lodging System

Mar 2023 - June 2023

- Backend Developer
- Technologies used: JavaScript, React.js, Node.js, Express.js, MongoDB
- Created APIs for the data passage and exchange between the frontend and database.

#### The Pandemic Hero

Mar 2023 - June 2023

- Technologies used: Java
- Contributed to the development of a multiplayer pandemic-themed shooting game that has an in-game chat feature and can be played using different computers that are connected to the same network.

#### TicTacToe game with AI

Nov 2022 - Dec 2022

- Technologies used: Python, Pygame

- Developed a TicTacToe game with a smart AI agent that is unbeatable using the Min-Max algorithm.

### **Social media mobile application**

Oct 2022 - Dec 2022

- Technologies used: Dart, Flutter, Firebase
- Developed an application with a sign-in and sign-up feature where the users can search for, add, accept, and remove friends.

### **LOLCODE Interpreter**

Nov 2022 - Dec 2022

- Technologies used: Python
- Collaborated on the development of a program that interprets the LOLCODE language.

### **Social media web application**

May 2022 - June 2022

- Technologies used: MongoDB, Express.js, React.js, Node.js
- Developed an application with a sign-in and sign-up feature where the users can search for, add, accept, and remove friends. It also has a feature where the users can add, edit, and remove a post in their feed.

### **Task record system application**

April 2022 - June 2022

- Technologies used: Python, MariaDB
- Assisted in the development of an application similar to Notes/ Keep Notes where users can manage their tasks

### **Shooting Game**

Dec 2021 - Jan 2022

- Technologies used: Java
- Worked on the development of a retro game inspired shooting game using OOP concepts in JAVA

## **Leadership**

### **UP Isabela Society**

University of the Philippines LB

#### **Executive Council | Auditor**

Aug 2023 - June 2024

Ensured that the UP Isabela Society's finances are properly spent and documented.

### **UPLB Computer Science Society**

University of the Philippines LB

#### **Computer Science Week | Games Day Committee Head**

Mar 2022 - Apr 2022

Spearheaded the organization of an online gaming tournament that featured over 100 participants as part of the UPLB Computer Science Society's annual week-long trademark event.