ABRELLE YIN Y. LOPEZ

+63-917-136-0401 | abrellelopez@gmail.com | linkedin.com/in/abrelle-yin-lopez | gitlab.com/abrellelopez | github.com/AbrelleLopez | Baguio City 2600, Philippines

SUMMARY

- Computer Science undergraduate with strong foundation in Java programming, object-oriented design, and software development principles
- Seeking OJT/internship opportunity to apply academic knowledge, develop professional skills, and contribute to real-world Java applications

EDUCATION

Bachelor of Science in Computer Science   **2023–present**
Saint Louis University, Baguio City

- GWA: 87.1/100 (≈ 3.4 / 4.0 GPA)
- Relevant Coursework: Object-Oriented & Advanced Programming, Data Structures, Algorithms & Discrete Mathematics, Database Systems & Information Management, Software Engineering, Software Modeling & System Analysis, Web Systems & Application Development, Human Computer Interaction & User-Centered Design, Programming Languages, Numerical Methods, Modeling & Simulation, Artificial Intelligence & Data Science, Research Methods in Computer Science

EXPERIENCE

Social Media Graphic Designer – Freelance   **May 2024 – July 2024**
Francie Creatives, Baguio City

- Assisted in creating social media graphics and simple designs using Canva to support brand marketing efforts
- Conducted market research on social media updates and emerging market trends to inform content strategy
- Researched trending topics, hashtags, and content ideas to optimize social media engagement and reach

SKILLS

Frontend

- HTML
- CSS
- Java Swing (GUI)
- JavaScript
- Responsive Web Design
- UI Component Design

Backend

- Java
- SQL & DBMS

UI/UX & Design

- Figma
- Wireframing & Prototyping
- User Flow Design

Development Practices

- Pair Programming
- Testing & Debugging
- Version Control (Git)

CERTIFICATIONS

Getting Started with Data, IBM SkillsBuild - Issued Sep 2025
Credential ID 16bf281d-8059-45ad-9acb-477909612401

PROJECT CONTRIBUTIONS

Some of the college projects I contributed to:

Food Order Application
Tools: Java, Java Swing (GUI), Gradle, XML, JSON
Developed a desktop-based food ordering system.
My Contributions:

- Developed all Java-based GUI components
- Performed debugging, refactoring, and bug fixes
- Implemented notification intents
- Added sign-up input validations

National Quiz Bee Competition System
Tools: WAMP, MySQL, Figma (UI Prototype), UML, ERD & Relational Schema
Designed and developed a complete competition management system for handling student participants, schools, quiz categories, and scoring.
My Contributions:

- Created all user interface GUIs
- Designed the SQL database and routines
- Updated and refined system documentation
- Implemented Category, Leaderboard, and Participant MVC (participant side)
- Implemented Schools, Categories, and Scoreboard MVC (admin side)
- Modified server-side database methods
- Organized and cleaned MVC structure
- Added Javadoc comments throughout the codebase
- Performed debugging and fixes

SLU Shuttle Booking
Tools: Node.js, JavaScript, Prisma ORM, SQL, JSX, npm
Developed a web-based shuttle booking system for Saint Louis University shuttles to manage user reservations and transportation scheduling.
My Contributions:
- Assisted in leading the project and coordinating development tasks
- Designed and implemented the SQL database schema
- Added user-friendly enhancements to improve usability
- Refactored code for better readability and maintainability

Hangman Game
Tools: Java, Java Swing (GUI), CORBA, ORB, SQL, Python
Developed a multiplayer Hangman game.
My Contributions:
- Developed all GUI components for both player and admin
- Implemented the Leaderboard model and controller
- Built a fully functional game lobby with CRUD operations connected to an SQL
- Debugged and fixed various system features (fixes)