

CARLOS LORENZO MELCHOR

COMPUTER SCIENCE STUDENT AND
AN ASPIRING SOFTWARE DEVELOPER



CONTACT

- 📞 09294484212
- ✉️ melchorcarlos02@gmail.com
- 📍 5635 Ilaya St, Malaban, Biñan, Laguna, Philippines

SUMMARY

Dynamic Computer Science Student with a passion for software development, boasting consistent academic excellence. Proficient in Web Development, Game Development, and Android Development, with hands-on experience. Eager to leverage skills and knowledge to contribute effectively to innovative projects and further career growth in the field of software development.

SKILLS

- Web Development (PHP, HTML/CSS, Javascript, ASP.NET)
- Game Development (Unity)
- Android Development (React Native, Xamarin)
- Database Management (SQL, MS Access)
- Machine Learning

EDUCATION

- **MAPÚA MALAYAN COLLEGES LAGUNA**
Bachelor of Science in Computer Science
(2020 - Present)
Dean's Lister:
1st - 3rd Term, 2020 - 2021
1st - 3rd Term, 2021 - 2022
1st - 3rd Term, 2022 - 2023
1st Term, 2023 - 2024

ORGANIZATIONS

- **MAPÚA MCL JUNIOR PHILIPPINE COMPUTER SOCIETY**
(2023 - Present)
- **MAPÚA MCL ACM STUDENT CHAPTER**
(2020 - Present)

KEY SOFTWARE DEVELOPMENT EXPERIENCE

- **E-GANAPP: A SEAMLESS EVENT MANAGEMENT SYSTEM FOR MAPÚA MCL (THESIS)**
My role for this project is a Back-end Developer and Database Manager. Having an experience developing in PHP, HTML/CSS, SQL Database, and assortment of libraries.
- **IDENTIFICATION OF A LANZONES TYPE THROUGH THE CLASSIFICATION OF ITS LEAVES USING CONVOLUTIONAL NEURAL NETWORK**
A Machine Learning Study. My role for this project is to create machine learning models using CNN, and provide high accuracy results through parameter changes.
- **BUSINESS PERMITS AND LICENSING OFFICE DOCUMENT MANAGEMENT SYSTEM**
Using React Native, I led the development of the Mobile Application to implement features such as scanning, text recognition and automatic labeling.
- **SOCIAL DISTANCING GAME (SWIPTANCING)**
A endless runner game. My role for this project is a Game developer. Having an experience developing in WinForms on Visual Studio using C# and also later redeveloped the game in Unity for an Android Application.