CARLOS LORENZO MELCHOR

COMPUTER SCIENCE STUDENT AND
AN ASPIRING SOFTWARE DEVELOPER

CONTACT

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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 (Xamarin)
- Database Management (SQL)
- Machine Learning
- Problem Solving
- Communication
- Teamwork

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.

- **COMPUTER REPAIR MANAGEMENT SYSTEM (FINAL PROJECT OF WEB SYSTEMS AND TECHNOLOGIES)**
  My role for this project is a Full Stack Developer and Database manager. Having an experience developing in ASP.NET and Microsoft Access Database.

- **PIXEL TOWER (MACHINE PROBLEM FOR GAME DESIGN AND DEVELOPMENT)**
  A platformer game. My role for this project is a Game Developer. Having an experience developing in Unity and releasing it as a Window Application.

- **SOCIAL DISTANCING GAME (MACHINE PROBLEM FOR CONCEPTS IN OBJECTED ORIENTED PROGRAMMING)**
  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.