



Edward John Camarillo

Dedicated Computer Science student with a foundational understanding and a passion for innovative problem-solving and technology-driven solutions. Throughout my college journey, I've actively contributed to various projects with different teams, acquiring hands-on experience along the way. Though I have gained understanding in many programming principles, I seek an internship opportunity to apply academic knowledge, gain hands-on experience, and contribute to a collaborative and challenging work environment to continue to learn and improve.

Contact

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Languages

Java	JavaScript
C#	C++
Python	Dart
GDScript	

Others

HTML	Git
CSS	SQL

Engines

Unity	<div><div></div></div>
Godot	<div><div></div></div>
Unreal	<div><div></div></div>

Education

- 2018 - 2020
Senior High School
Cebu Institute of Technology - University
- 2020
Bachelor of Science of Computer Science
Cebu Institute of Technology - University

Projects

- **Interpreter** C# | Antlr
 - Defined the overall parser and lexer using ANTLR to analyze the source code to convert it into a structured representation
 - Implemented the Interpreter logic using visitors to traverse the parse tree and execute the specific logic of control flow statements
 - Defined and documented the initial comprehensive grammar rules and conducted semantic analysis on the AST to adhere to the language's rules and constraints
- **Task Tracker** Django Framework
 - Implemented a customized user model for user authentication such as login and registration
 - Designed and developed the core functionality of task creation, assignment, and completion, ensuring seamless user experience
 - Designed a user-friendly interface for the task management system, including forms, menus, and various containers
- **LessonLab** OpenAI | Flutter | Rust
 - Designed and implemented custom web scrapers in Python to extract educational content from various uploaded online sources
 - Developed a robust pre-processing pipeline to clean and structure the scraped data, addressing challenges such as exclusion of irrelevant data and text formatting
 - Designed the UI/UX of LessonLab to create an intuitive and user-friendly interface using Flutter framework
- **Wildcat Impact** Godot Game Development
 - Designed and implemented dynamic movement and camera controls to follow the player and dynamically adjust its position to the target's direction
 - Developed artificial intelligence for characters, incorporating pathfinding algorithms and state machines to handle their behaviors
 - Utilized Godot's animation system to seamlessly transition between different states, enhancing the overall visual appeal and user experience
- **Mathic-matic** React Web App
 - Designed and implemented the game logic, including card interactions, player actions, and game flow, ensuring an engaging and challenging user experience.
 - Crafted the user interface and user experience, seamlessly blending visual appeal with intuitive gameplay mechanics to enhance user engagement and retention.