

# JOB JOSEF SANTOS

Penultimate Computer Systems Engi. Student



## CONTACT

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## INTERESTS

Coding                      Music  
Game Dev                  Muay Thai  
Web Dev                    Video Editing

## ABOUT ME

I am seeking an **internship** role in tech-related areas ranging from **embedded software** to full-stack **web development**. With a passion for **software development**, I am eager to learn and develop my technical skills whilst gaining practical experience in the field.

## WORK EXPERIENCE

**Party Host / Guest Service Attendant**                      Feb 2021 - May 2022  
*Xtreme Entertainment Wairau*

- Organised and hosted children parties whilst tending to other duties such as cleaning or helping kitchen.
- Front of House service, managing bookings and serving customers.
- Management of Arcade Machines, restocking prizes or fixing machines.

## EDUCATION

**Bachelor of Engineering (Honours)**                      Mar 2021 - Present  
*The University of Auckland*

**NCEA Level 3**                      Feb 2016 - Dec 2020  
*Birkenhead College*

- **Merit Endorsement**                      • Year 13 Arts Council Member
- **1st** in Year 12 Japanese

## PROJECTS

### Computer Systems

**Flappy Bird** - *University Project*

- Uses an FPGA board to play our own version of Flappy Bird
- Collaborated in a team of **3**
- Developed the Sprites and UI.
- Use of **VHDL**, **Quartus Prime**, **ModelSim**, and **GitHub**.

May 2023

**Smart Energy Monitor** - *University Project*

- Displays the power, current, and voltage of an applied load through a seven segment display.
- Collaborated in a team of **4**
- **Analogue circuit design** and **soldering**.
- Use of **LTSpice**, **Proteus**, and **Atmel Studio**

Aug 2022 - Oct 2022

### Web Development

**KarAloki** - *Terrible Ideas Hackathon*  
[github.com/TerribleIdeasHackathon/karaoke](https://github.com/TerribleIdeasHackathon/karaoke)

- Uses AI to change the lyrics of the song to the opposite meaning.
- Collaborated in a team of **6**
- Small **front-end** role.
- Exposure to **React** and **JS**.

Mar 2023

**Calculator** - *Personal*

[github.com/JayJsan/HTML-JS-Calculator](https://github.com/JayJsan/HTML-JS-Calculator)

- A basic online calculator that employs BEDMAS.
- Developed to learn **HTML**, **CSS**, and **JavaScript**

Feb 2023

### Game Development

**Rebellion of the Eight Ball** - *Personal*  
<https://github.com/JayJsan/RotEB>

- A **Unity** game based around 8 Ball Pool with a twist.
- Developing to test my experience so far
- Use of **C#**, **GitHub**, and **Design Principles**

June 2023 - Present

**Legend of the Gunsmith** - *Personal*  
<https://github.com/JayJsan/RotEB>

- A **Unity** game based around surviving rounds and making your own custom gun.
- Shelved to come back to once more experienced.
- Use of **C#**, **GitHub**.

Sep 2022 - Feb 2023

## SKILLS

### Programming

Python, C#, Java,  
Matlab, C



None                      Advanced

### Web Development

HTML, CSS, JS  
React, TS, NodeJS



None                      Advanced

### Firmware Development

C, VHDL, Quartus Prime  
Atmel Studio



None                      Advanced

### Other

- Adobe Photoshop
- Pro Vegas
- Figma
- MS Office

Referees available upon request.