Julius Nillo

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SUMMARY

- 5+ years of experience with coding, determined to continue learning and improve skills constantly
- Skillful in concepts and principles in programming from hands-on projects in HTML, CSS and JavaScript to provide Front-End and Back-End development
- Highly passionate about striving to develop modern applications and software, demonstrated by interests with utilizing technologies like Flutter, Git and jQuery to implement programs
- Exceptional interpersonal skills, always willing to communicate and collaborate within projects academically, participated in clubs and extracurricular activities that encourage a positive team environment

TECHNICAL SKILLS

- **Languages**: Python, Swift, Kotlin, C, C++, C#, HTML, CSS, JavaScript, SQL
- **Software**: GitHub, IntelliJ, Android Studio, Visual Studio Code, Postman, JIRA
- **Technologies**: Git, Flutter, ReactJS, Node.js, MongoDB, jQuery, Microsoft 365

EDUCATION

Honours Bachelor of Computer Science (Mobile Computing) January 2023 - Present
Sheridan College, Oakville ON

- Current GPA: 3.4
- Relevant Course Work: Data Structure and Algorithms, Interactive Application Development, Web Application Design and Implementation, Software Design
- Expected to graduate: Fall 2026

PROJECTS

Weather App 2024 - 2024
Academic, Sheridan College

- Constructed a weather app that can help users track the temperature of their current location as well as any other areas of interest using technologies such as Swift, Firebase, Gemini AI
- The user can make a list of their favorite locations, the user signs in and validations are stored in an encrypted database, and generative AI description for each location that updates dynamically
- Gained experience with collaborating with classmates following the SDLC life cycle, Swift, and AI. Finalized grade was a 95%.

API Guessing Game 2024 - 2024
Personal, Sheridan College

- Developed an interactive guessing game application using an API with Visual Studio Code. Learned to utilize a huge data set from the server
- The application would generate a random franchise JSON object, and it would take the genre, release dates, and keywords. Then, it would print hints, so the user must guess what the correct franchise name is
- Gained an understanding of data formats from API responses, how important it is to encrypt authentication keys for keeping credentials safe, and to parse the object to manipulate it to what is needed

My Media Library 2024 - 2024
Academic, Sheridan College

- Collaborated with 2 other classmates to develop a media management application using C# with .NET and MAUI framework. Focused on adding, editing, and deleting different media types
- Created the app to help users track and manage the movies that they have watched, and to change the progress of how far they are. Extra functionalities include searching, data persistence, and using interfaces
- Acquired skills to incorporate Object-Oriented Design such as inheritance with subclasses, Source Code version control using GitHub, and to develop an application with the language with the framework

Online Shop 2024 - 2024

Academic, Sheridan College

- Designed and engineered an online shop using multiple languages such as SQL, HTML, CSS, and Java in IntelliJ. The application has CRUD operations to communicate with the repositories, controllers and templates
- Acquired expertise about utilizing beans, controllers and databases for further functionality to assist further communication with other components and pages such as using Java Persistence API and different endpoints
- Demonstrated experience with database management, application architecture and utilizing full-stack development to prove the ability of creating the application. Got a final grade of 90%

Escape the School Point and Click 2020 - 2021

Academic, St. Patrick Catholic Secondary School

- Partnered in a project involving developing a point-and-click game using HTML, CSS, and JavaScript. It was styled as a pixelated cartoon character trying to escape a school by solving puzzles
- Created many instances of div tags and to manipulate the display to hide individual elements and apply logic so items that are needed to escape involves clicking and checking with if else statements using JavaScript
- Learned about how to implement responsive design principles, enhanced problem-solving skills, and interactive design. The final grade was 98%

EXTRACURRICULAR ACTIVITIES

- Volunteered at Am4Teens in high school and was authorized to create different projects such as contributing as a graphic designer to design a visual for a podcast called Love146
- Collaborated with teammates in the Yearbook Club to create and manage the yearbook when tasked to design pages to fit a certain theme