

# ELISHA LUCILE ONG

[github.com/LU347](https://github.com/LU347)

San Antonio, TX

## OBJECTIVE

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As an aspiring Software Engineer, I consider myself a self-motivated individual that is passionate about developing software that has the potential to make a global impact. My drive for learning fuels my ability to quickly adapt to new environments, allowing me to thrive in dynamic situations. I am committed to continuous self-improvement and to become a better version of myself every day.

## EDUCATION

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**University of Texas at San Antonio**  
Bachelor of Science, Computer Science  
Spring 2024: 3.73 | Overall: 3.00

**Aug 2020-May 2024**

## PROJECT EXPERIENCE

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### [NASA Showcase](#)

- Deployed a single page website that utilizes NASA's APOD API.
- Learned how to fetch data and hide API keys.
- Deployed on Vercel.
- HTML, CSS, React, Vite

### [Botanical Buddies \(E-commerce Website\)](#)

- Collaborated with a team of 6 peers to develop an e-commerce website using agile methods.
- Designed and implemented the website's interface and rendered product data to the website.
- Amplified my knowledge of web development, specifically backend to frontend communications.
- Managed the group's project repository with GitHub
- HTML, CSS, JavaScript, PHP, MySQL

### [Equipment Inventory Manager \(Website and API\)](#)

- Developed an API that allows CRUD operations.
- Designed and developed a website that enables users to add, update, view, and search data entries through an API.
- Learned about APIs and how it interacts with a database and a web interface.
- HTML, CSS, PHP, SQL, NGINX, MySQL, AWS EC2

### [All Fangs on Deck \(Unity Game\)](#)

- Collaborated with a team of 6 peers to develop a side scrolling platformer game with UI/UX principles.
- Developed the game's main mechanics and level design.
- Gained a better understanding of Unity, C#, and Git.
- C#, Git

## SPECIALIZED SKILLS

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HTML, CSS, JavaScript, Lua, Python, Java, Unity, GitHub, VSCode, AWS