Maylynn Dimalanta

Software Developer

Eager to launch my career in software engineering, I offer a fresh perspective, fortified by a Bachelor's degree in Computer Science and proficiency in C++, Python, and JavaScript. With a keen eye for detail and a passion for problem-solving, I am ready to collaborate with your dynamic team to design, develop, and maintain innovative software solutions.



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SKILLS

C++

Python

JavaScript

HTML

CSS

Godot

React. JS

Visual Studio Code

Github

EDUCATION

Bachelors of Science in Computer Science University of Nevada, Lav Vegas

05/2019 - 12/2023

Relevant Courses

- Software Product Design
- Operating Systems

Analysis of Algorithms

GPA - 3.72 ~ Dean's Honors List

Compiler Construction

PROJECTS

Hydroponics Game

- Collaborated in a six person team to design and develop an educational hydroponics game using Godot Game Engine in Senior Design Competition
- Adapted C++ and C# knowledge, seamlessly integrating them into Godot Engine during game development to refine core mechanics and elevate gameplay experience
- Enhanced functionally of code through conducting unit tests for the scoring and gameplay clock of game
- Assisted in code reviewing using github before implementing feature into product

Personal Portfolio Website

- Crafted an intuitive and visually captivating personal portfolio website to showcase my projects, skills, and achievements using HMTL, CSS, Javascript
- Implemented interactive features and intuitive navigation to enhance user experience

Weather Application

- Developed a weather application using React.js, HTML, and CSS to deliver real-time weather updates and forecasts
- Utilized RESTful API's such as OpenWeatherMap to dynamically fetch and display weather data within application

CERTIFICATIONS

Responsive Web Design (02/2024 - Present)

This certification was obtained using freecodecamp.com