

# MICHAEL O. MORENO GIERBOLINI

Aibonito Puerto Rico Urb. Campo Rey D-10, 00705 · (787) 941-1280

[mmoreno38@email.uagm.edu](mailto:mmoreno38@email.uagm.edu)

---

## Objective:

I'm a Computer Science and Engineering student in my last year of studies looking for a job opportunity to learn more from a work perspective and to put my skills into practice. I consider myself to be very versatile and can easily learn more programming languages. I'm a technology enthusiast and a grounded individual.

## Education:

**Ana G. Mendez University**, Gurabo Campus Engineering School

B.A. – Computer Science and Engineering

Expected graduation date: December 2023

GPA: 3.13/4.0

## Skills:

### Programing & Software development:

- **Java:** Experience in programming. Took an Object-Oriented Programing Course and worked on a few projects where I learned to program Java server pages, java servlets, front and back-end server development in tomcat, android Web applications, etc.
- **C++:** Coding experience. Took a Course in data structure management and algorithms where I learned how to program binary search trees and other algorithms for data management.
- **Python:** Learned Python on my own as a hobby by programming videogames using the “pygame” module.
- **HTML:** Learned the basics about HTML in a course mobile web and internet programing where I worked on coding an amazon clone/online bookstore.
- **ReactJS:** Took an online course in codeacademy.com where I learned most of the basics and practiced with the exercises the course provided.

### Data Management:

- **SQL:** Took a full course on database management and design using MySQL and applied that knowledge later in a back-end server I programmed.

## Other Skills:

- **Bilingual:** Comfortable speaking English and Spanish.
- **Microsoft office:** Excel, Word and PowerPoint.
- **Burp Suite and Wireshark:** Web page security and pen testing experience.
- **Troubleshooting:** debugging and testing experience.
- **Cisco Packet Tracer:** Took a course on networking and in that course, I created a sub network using packet tracer.
- **Arduino:** experience in Arduino programming. Took a course on microprocessors where we learned most of the Arduino functions and as the final project, I created an arcade game using a 2x16 led screen and a joystick.

## Course Work:

- **CPEN410:** Mobile web and internet programming course passed with grade A, in this course I worked on a web page project, in this project I worked to develop a fully functional online bookstore webpage with an android app included.

## Other:

### Personal Projects

- **UFO in Space:** Created a fully functional videogame in python where I drew all the assets on paint, in this videogame you are a spaceship/UFO, and the objective was to doge asteroids.
- **Minecraft custom assets and mod:** as a side project I researched and figured out how to mod Minecraft using Minecraft Forge and I created a custom mod and change some in game assets.
- **Password Hacking and Virtual machines:** I took a course on Operating Systems and learned about virtual machines and then after learning about kali Linux, I started watching YouTube videos and learned the basics on password hacking and other information gathering techniques.