

# Mitchel Gabriel H. Carreon

Fresh graduate with hands-on experience in web app development and machine learning. AWS-Certified Cloud Practitioner.

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## EDUCATION

**University of Arkansas at Little Rock, Little Rock AR — Bachelor of Science in *Computer Science***

May 2019 - May 2022

**Mapua University, Metro Manila, PH — *Psychology***

June 2013 - December 2017

## CERTIFICATIONS

**AWS Certified Cloud Practitioner (2022) — *Amazon Web Services Training and Certification***

## PROJECTS

**Academic Department Teaching Assignments Assistant — *Mar 2022 - May 2022***

Developed using ReactJS and Flask, this lightweight web app is a scheduler for assigning instructors to classes based on factors such as instructors' expertise, classes' required expertise, class time conflicts, etc.

Initially prototyped using Figma, its interface has been optimized for desktops and consists mainly of Material-UI (MUI) components, providing that conventional navigation which users are accustomed to. Along with the help of ReactJS routes, Flask was utilized in order to seamlessly serve pages. Backend routes were configured to interact (CRUD) with the app's database using libraries such as flask-sqlalchemy and flask-jwt-extended for some security. At the time of development, SQLite was sufficient. However, due to Heroku's ephemeral filesystem, the app has been configured to use PostgreSQL upon deployment for a more reliable data persistence.

**CYOA mobile app — *Nov 2021 - Dec 2021***

Developed using Android Studio, Java and XML, this mobile application

## SKILLS

ReactJS. Flask. MySQL.  
Python. C++. Java. Kotlin.  
Bootstrap. HTML. CSS. Figma.  
Heroku. Cloud Firestore.

## AWARDS

**Top Senior Student  
(Department of Computer  
Science) - SY: 2021 - 2022**

**Chancellor's list - Spring  
2022**

**Chancellor's list - Spring  
2021**

**Dean's list - 2020 Fall**

**Chancellor's list - 2020  
Spring**

**Dean's list - 2019 Fall**

## LANGUAGES

English. Tagalog.

serves as a tool to make and play text-based adventure games. Its UI follows convention and makes use of Material components (material.io). Complete with thorough form validation, it features registration and login functionalities which were both configured using Firebase Realtime Database and Firebase Authentication. Inspired by the CYOA (Create Your Own Adventure) genre.

## **Describing object-oriented programming via image editing**

— *May 2021 - May 2021*

This program, per se, is mainly intended for educational purposes (e.g., examining and analyzing source code) and has little to no practical use. It has two purposes: (1) create images based on Netbpm file formats and (2) describe OOP concepts in a pedagogical manner. Using both verbose syntax from C++ and Python's expressive semantics, the program steps through Robert C. Martin's SOLID principles while contrasting such concepts with principles from the procedural paradigm; thereby, portraying the long-term benefits of the former.

## **A basic integration between C++ and the SDL library — *May 2020 - May 2020***

Written in C++, this program consists of a single level of Contra (the retro game). This project is intended more for its educational use than its entertainment value. In its source code, one would find implementations that reflect object-oriented principles (e.g., using software design patterns such as Strategy and Abstract Factory, class definitions with single-responsibility and substitutability in mind, composition and inheritance of classes that considers loose/tight coupling, etc.).