

PIERCE POLINTAN

SOFTWARE DEVELOPER

CONTACT

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PROFILE SUMMARY

Aspiring and self-driven software developer with a solid foundation in C and C++ with exceptional code optimization and debugging capabilities. Able to collaborate with team members to effectively build scalable programs and applications all with the help of Git. Always aiming to deliver deployment ready programs by following clean and efficient code principles

EDUCATION

2007 - 2019

OUR OWN ENGLISH HIGH
SCHOOL, FUJAIRAH

- Graduated in 2019 and earned my High school Diploma
- Part of the prefectural team in 2019 as a House Captain

2023 - Current

42 ABU DHABI

- Currently pursuing a Diploma in Software Development
- Participated in multiple Hackathons and CTFs
- Won 3rd place in a CTF

WORK EXPERIENCE

BakerTilly JFC

2022

Secretary and Typist

- Optimized virtual communication workflow by efficiently transcribing documents in a fast yet controlled manner
- Decreased document retrieval times by methodically organizing physical and virtual files
- Streamlined interdepartmental communication by answering and redirecting phone calls accordingly

F1 2024

December 2024

Crowd Usher

- Provided clear and concise guidance to ensure a smooth guest experience
- Effectively communicated with multiple attendees to resolve issues and enhance customer satisfaction
- Adapted to fast-paced environments by taking on additional responsibilities during peak times.

SKILLS

- Version control systems: Git
- Programming Languages: C, C++, JavaScript
- Experienced with HTML and CSS
- Communication and teamwork
- Time Management
- Fast adaptability
- Agile and accurate typist

PROJECTS

minishell

Created a bash replica shell using C. I was tasked primarily with handling: input and output redirection; command execution alongside the piping of commands; and the cleaning up of memory

[Link: https://github.com/ZaxVaxz/minishell](https://github.com/ZaxVaxz/minishell)

miniRT

Developed a lightweight raytracer using the minilibX graphics library in C. The raytracer renders semi-realistic lights which is configurable via a config file. On top of that, it supports real-time rendering wherein the camera's position can be moved using the keyboard

[Link: https://github.com/MonkeyCofi/miniRT](https://github.com/MonkeyCofi/miniRT)