# Michael Angelo Ong Hernandez

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| Summary |

Motivated computer science student with a strong foundation in C++, Python, and Java, complemented by hands-on experience in front-end technologies like HTML, CSS, and JavaScript. Skilled in problem-solving, algorithm design, and developing innovative solutions to practical challenges. Proficient in building user-friendly web applications and efficient command-line tools. Eager to contribute to impactful projects and gain industry experience through an internship or entry-level software development role at a technology-focused organization.

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| Education |

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| Pamantasan ng Lungsod ng Muntinlupa | University Rd, Muntinlupa, 1772 Metro Manila |
| BS in Computer Science | (2021 – 2025) |

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| San Roque Catholic School | Mendiola, Muntinlupa, Metro Manila |
| Science, Technology, Engineering, and Mathematics (STEM) | (2014 – 2020) |

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| SKILLS |

Programming Languages: C++, Python, Java, Powershell, HTML, CSS, Javascript

Frameworks/Libraries: React.js, Spring Boot

Tools: Git, GitHub

Other Skills: Software Documentation, Video Editing, Photo Editing, Microsoft Office

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| Projects |

**Bad Comment Detector**

[Live Demo](https://bad-comment-detector.onrender.com/) | [GitHub](https://github.com/Scrappyz/Bad-Comment-Detector)

* Developed a web application using AI and rule-based methods to detect negative comments, considerably reducing manual moderation.
* Utilized Python for backend processing and React.js for the user interface.

**Project Template Manager**

[GitHub](https://github.com/Scrappyz/Ctemplate)

* Created a cross-platform CLI tool in C++ to streamline coding project initialization, significantly improving developer efficiency.
* Engineered a custom filesystem wrapper library and globbing library, making the tool language-agnostic.

**Tic-Tac-Toe Game**

[Live Demo](https://scrappyz-tictactoe.netlify.app/) | [GitHub](https://github.com/Scrappyz/Tic-Tac-Toe)

* Built an interactive tic-tac-toe game using React.js, showcasing reusable component design.
* Enhanced the game logic to support real-time scoring and customizable board configurations.

**Mouse & Keyboard Automation Software**

[GitHub](https://github.com/Scrappyz/auto-input)

* Designed a Python-based automation tool enabling users to record and replay keyboard/mouse actions, allowing automation for repetitive tasks.
* Added advanced features like adjustable playback speed, loop options, and save/load functionality.

**GitHub API Library for C++ Applications**

[GitHub](https://github.com/Scrappyz/GitUpdate)

* Developed a lightweight C++ library for integrating GitHub API to enable seamless self-updates in C++ applications.
* Optimized library dependencies to ensure cross-platform compatibility and reduced compilation overhead.

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| Achievements |

C++ Programming Contest

**Rank**: 1st place (out of 5 group participants)

**Organization**: Pamantasan ng Lungsod ng Muntinlupa

**Date**: June 3, 2023

[Reference](https://www.facebook.com/share/p/1BX18MaqdX/)

* Solved easy to medium level problems in 45 minutes.