# Michael Angelo Ong Hernandez

michernandez2230@gmail.com | 09202797970 / 09760463619 | [LinkedIn](https://www.linkedin.com/in/hernandez-michael-angelo-0a280b259/) | [Github](https://github.com/Scrappyz)

|  |
| --- |
| Summary |

Recent computer science graduate with a solid foundation in C++, Python, and Java, complemented by expertise in front-end technologies like HTML, CSS, and JavaScript. Enthusiastic about problem-solving, algorithm design, and developing innovative solutions to real-world challenges. Passionate about launching impactful projects and implementing cutting-edge technical solutions. Seeking an entry-level Software Engineer role at a dynamic, technology-driven organization.

|  |
| --- |
| Education |

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

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

|  |
| --- |
| SKILLS |

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

Frameworks: React.js, Spring Boot

Version Control: Git, Github

|  |
| --- |
| Projects |

**Bad Comment Detector**

**Link:** <https://bad-comment-detector.onrender.com/>

**Github Link:** <https://github.com/Scrappyz/Bad-Comment-Detector>

* Developed a web application to detect negative comments.
* Integrated both rule-based and AI methods to detect such comments.

**Project Template Manager**

**Github Link:** <https://github.com/Scrappyz/Ctemplate>

* Developed a cross-platform command-line tool in C++ to quickly initialize and configure coding projects with ease.
* Implemented a wrapper library for filesystem functions and a globbing library for file selection.
* Achieved full versatility by allowing the program to work with any programming language.

**Tic-Tac-Toe Game**

**Link:** <https://scrappyz-tictactoe.netlify.app/>

**Github Link:** <https://github.com/Scrappyz/Tic-Tac-Toe>

* Developed a simple tic-tac-toe game using React.js.
* Implemented a tic-tac-toe board component for reusability and customization.

**Mouse & Keyboard Automation Tool**

**Github Link:** <https://github.com/Scrappyz/auto-input>

* Developed a Python application to record and playback user input.
* Implemented a ‘save record’ feature so the user can playback previous recordings.
* Implemented a speed value and loop option so the recordings can be played in different speeds.

**Github API Library for C++ Applications**

**Github Link:** <https://github.com/Scrappyz/GitUpdate>

* Developed a C++ library to implement a self-update feature in C++ applications using the Github REST API.
* Minimized dependencies and compilation time by benefitting from pre-installed software on various operating systems.