

# LIM, SHIN I.

## INTERN

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### <profile>

Shin Lim is a second-year Computer Engineering student at the Polytechnic University of the Philippines, with four years of proficient experience in web development and web design.

### <experiences>

#### 2023 | Rubik's Solver Mobile Application

- Utilized CSS, HTML, JavaScript, and Cordova in the development of these mobile applications, harnessing their full potential to enhance the app's visual appeal, interactivity, and cross-platform compatibility.
- Led mobile application development projects as the Lead Front End Designer, fostering effective teamwork and delivering top-notch user interfaces.
- Successfully completed multiple mobile app projects on time and within budget by leading the design process and implementing best practices.
- Facilitated smooth collaboration between cross-functional teams, utilizing excellent communication and problem-solving skills to drive innovation in mobile application development.

#### 2022 | Developed "Luksong Baka" Game and 2023 | other 3D games using Unity

- Employed Unity Studio and the C# programming language in the creation of these games, leveraging their powerful capabilities to implement advanced functionalities and achieve seamless game mechanics.
- Led the development of "Luksong Baka" Game and other 3D games using Unity as the lead designer, ensuring exciting gameplay and smooth user interaction.
- Created captivating user interfaces and immersive gaming experiences, receiving positive player feedback and boosting user engagement.
- Collaborated closely with the development team, making iterative design improvements and delivering high-quality products within project timelines.

### <skills>



HTML



CSS



JAVASCRIPT



C#



PYTHON

### <tools>



VSCODE



PYCHARM

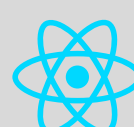


UNITY

### <frameworks>



MYSQL



REACTJS



NODE.JS



APACHE CORDOVA

### <education>

**Polytechnic University of the Philippines**

2021 - Present | Bachelor of Science in Computer Engineering