LIM, SHIN I.

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cprofile>

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 crossfunctional 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>











<tools>







<frameworks>







REACTJS

NODE.JS



< education>



Polytechnic University of the Philippines

Highest GWA: 1.20 | Consistent President's Lister

2021 - Present | Bachelor of Science in Computer Engineering