

THOMAS ANDRE DELA PENA

Software Engineer

CONTACT

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EDUCATION

BACHELOR OF SCIENCE - Magna Cum Laude
Computer Science : Software Development
Northern Illinois University, DeKalb
Graduated December 2023

HARD SKILLS

- Programming Languages: C++, Java, Python
- Frameworks & Tools: Android Studio, HTML/CSS, SQL, UNIX
- Software Development: Object-Oriented Programming, Doxygen-Style Documentation

SOFT SKILLS

- Critical Thinking
- Open Mindset

LANGUAGE

- Tagalog(Filipino) - Native / Fluent
- Japanese - Intermediate / Conversational

OBJECTIVE

Motivated and detail-oriented Software Engineer with a solid foundation in programming and software development. Seeking an opportunity to apply and expand technical skills in a collaborative environment while contributing to innovative projects.

COURSEWORK

CSCI 340 - Data Structures & Algorithms

- Covers the application of analysis and design techniques to non numeric algorithms acting on data structures, and the utilization of algorithmic analysis and design criteria in the selection of methods for data manipulation.

CSCI 467 - Introduction to Software Engineering

- Phases of the systems development life cycle and the tools used by the analyst in planning, specifying, and implementing a complex computer-based system.
- Related topics include documentation standards, interactions with users, and design interfaces.

CSCI 480 - Principles of Operating Systems

- Covers modern operating system design principles, including file systems, memory management, multitasking, interprocess communication, and client-server processing models.

CSCI 490 - Human Computer Interactions

- Introduction to human-computer interaction, covering its history, core concepts, and practical applications. Focus on user experience design, cognitive factors influencing interaction, and methods for evaluating usability

PROJECTS

UNDERGRADUATE FELLOWSHIP PROGRAM - NIU CS DEPARTMENT

JUNE - AUGUST 2022

- Designed and tested C++ sample assignments for future CSCI courses, ensuring appropriate difficulty levels and usability.
- Collaborated with peers to develop C++ prototype group projects, emphasizing teamwork and problem-solving.
- Provided feedback on project outcomes to enhance course material effectiveness.