

AARON NOMBRADO

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PROFESSIONAL SUMMARY

Computer Science graduate (2025), awarded *Best in Thesis* for developing a Unity-based educational game. Experienced in IT support, CRM systems, and UI/UX design. Skilled in Figma, MySQL, and hardware maintenance. Eager to apply tech and design skills in innovative environments.

PROFESSIONAL EXPERIENCE

IT Intern | Nineveh Academy

March 2024 – June 2024

- Provided technical support for school hardware and software systems.
- Assisted in maintaining network infrastructure and resolving user issues.
- Helped ensure smooth daily operations of computer labs and devices.

SKILLS

UI/UX Design | Unity | Figma | Hardware Maintenance | Problem Solving | Technical Support | Attention to Detail

EDUCATION

Bachelor of Science in Computer Science

National College of Science and Technology | Aug 2021 – Jul 2025

Graduated with a focus on UI/UX design, computer networks, and system troubleshooting.
Awarded *Best in Thesis* for developing an educational game using Unity.

PROJECTS

Educational Networking Game (Unity)

Developed an interactive Unity game to teach LAN setup, wiring standards, and PC connections using pixel-style simulations and step-by-step gameplay.

CRM System for Freelance Musicians

Built a MySQL-powered CRM to manage bookings, schedules, and payments, featuring an intuitive UI and automation for reporting and client tracking.

CERTIFICATIONS & AWARDS

Best in Thesis – Educational Game on Network Connections (Unity)
Certificate of Participation – CT Company x NBU University Collaboration

SEMINARS AND TRAININGS

CT Company x NBU University Collaboration – ON2 Data Center Seminar