

# Troy Joaquin Vallarta

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Troy Vallarta is a computer engineering student passionate about programming and game development.

## Objective

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To obtain an internship in which I can support computer engineering projects using my programming experience and technical and organizational skills.

## Technical Skills

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**Programming language:** Python, C++, C#, GDScript, PHP, SQL, HTML, CSS.

**Technologies:** Git, Django, MySQL.

**Tools:** VSCode, Unity, Godot, Jupyter Notebook, Anaconda, Pycharm. SolidWorks, Microsoft Office Suite, Adobe Creative Suite.

## Experience

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### Android development

Spaceblitz and Boxassins Android game application – developer

- Developed, designed, and programmed the game
- Published in Google Play Store

## Education

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Adamson University, Manila

B.S. Computer Engineering

Overall GWA: 1.37.

Degree Expected: June 2023

## Certificates

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“ACOEStudy: How to Win at Machine Learning” – Certificate of Participation

“Power of Trends: Power of Statistical Analysis and Modeling” – Certificate of Participation

“University of the Philippines: Survey, Survey Paano Ka Ginawa?” – Certificate of Participation

“Center for Guidance, Counseling, Testing, and Placement Services” – Certificate of Attendance