# **Troy Joaquin Vallarta**

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

## **Objective**

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

### **Technical Skills**

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

Technologies: Git, Django, Unity, Godot.

Tools: VSCode, Jupyter Notebook, Anaconda, Pycharm. SolidWorks, Microsoft Office Suite,

Adobe Creative Suite.

## **Experience**

### **Android development**

Spaceblitz and Boxassins Android game application – developer

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

### **Education**

Adamson University, Manila B.S. Computer Engineering

Overall GWA: 1.37.

Degree Expected: June 2023

### **Certificates**

<sup>&</sup>quot;ACOEStudy: How to Win at Machine Learning" – Certificate of Participation

<sup>&</sup>quot;Power of Trends: Power of Statistical Analysis and Modeling" - Certificate of Participation "University of the Philippines: Survey, Survey Paano Ka Ginawa?" – Certificate of Participation

<sup>&</sup>quot;Center for Guidance, Counseling, Testing, and Placement Services" – Certificate of Attendance