Troy Joaquin **Vallarta**

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

Objective

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

Technical Skills

Programming language: Python, C++, C#, GDScript, PHP, SQL, HTML, CSS.
Technologies: Git, Django, MySQL, Pandas, DataFrame.
Tools: VSCode, Unity, Godot, Jupyter Notebook, Anaconda, Pycharm. SolidWorks, Microsoft Office Suite, Adobe Creative Suite.

Projects

🤖 Android development
Spaceblitz and Boxassins Android game application – developer
- Developed, designed, and programmed the game using Python and Gdscript.
- Published in Google Play Store, gathering a cumulative rating of 4.75 stars.

🖥 Web development
Waterpark website – front-end developer
- Built the front-end design, functionalities, and error handling to have an effortless user experience.
- Supported the database CRUD functionalities and UI. Resulting in straightforward database navigation.
- Implemented using HTML5, CSS, PHP, JavaScript, and backend by MySQL.

💬 Discord BOT
Living in a Sitcom – developer
- Launched a discord bot with sitcom laughter in the server's voice channel.
- Used Discord API and wrote a Python script to release a randomly timed sound output.
- Upgraded with uptime monitoring to have a constant run time of the bot.

Education

Adamson University, Manila   Degree Expected: June 2023
B.S. Computer Engineering   Overall GWA: 1.54.

Certificates

- "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.