

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

“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