

Tolentino Abner Jr Morales

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EDUCATION

National University of Singapore

Aug 2019 to Present

- Bachelor of Engineering (Hons), **Computer Engineering**
- Modules: SE & OOP, DSA in C++
- Expected Date of Graduation: 11 July 2023

CAP: 4.76/5.0

SKILLS

Languages: C, C++, Java, Verilog, GdScript

Technologies: LPCXpresso, Godot, Figma, Unity,

PROJECTS

Supermarket Self-Checkout App

Feb 2021 – April 2021

- UX Designer | linky.design/GRAB-N-GO-HIFI
- Wireframed and prototyped a mobile grocery app's scanning and checkout page using Figma
- Planned and conducted usability tests and interviews to improve UX
- Awarded **Huawei Future Interaction Design Award 2nd Place**

Cheatsheet Manager

Oct 2020 – Oct 2020

- Java Developer | github.com/AY2021S1-CS2113T-W11-3/tp
- Programmed the parsing and execution of user inputs in a note-taking application in Java
- Setup a Continuous integration pipeline with Junit, Gradle and GitHub Actions

RPG Adventure Game

May 2020 - Aug 2020

- Project Lead | github.com/abnermtj/GingerBreadMen
- Self-taught Godot in four months to develop and direct a 2D RPG game in a team of two
- Designed and implemented gameplay, physics and software architecture
- Clinched **Top 6 of 383 projects** in NUS SoC Orbital 2020 for good software engineering

Search and Rescue Robot

Apr 2019 – May 2020

- C++ Programmer | github.com/abnermtj/musketeersBot
- Developed the software architecture and hardware of RC cars in C++ using RPi and Arduino Uno
- Secured **3rd fastest robot of 45 teams** in the CG2271 module

WORK EXPERIENCE

12C4I Battalion

Jan 2017 to Oct 2018

- VSAT Field Operator
- Deployed and maintained Ku-band VSAT networks for over 4000 personnel in Wallaby 2018

ADDITIONAL INFO

- Hackathons: Execute 2020, Carnival Jam 2021
- Interests: Digital painting, Video/Photo editing, Pixel Art