

Tolentino Abner Jr Morales

abner.tolentino@u.nus.edu | +65 84680443 | <https://abnermtj.github.io/>

EDUCATION

National University of Singapore

Aug 2019 to Present

- Bachelor of Engineering (Hons), **Computer Engineering** **CAP: 4.79/5.0**
- Modules: SE & OOP, DSA in C++, Linear Algebra, Computer Graphics
- Dean's List (Computer Engineering) - Academic Year 2021-22
- Expected Date of Graduation: 11 July 2023

SKILLS

Languages: C, C++, C#, Java, Python, HTML5, CSS, JS, GdScript, Verilog

Technologies: Unity, UWP, Godot, Figma, Git, Vivado, LPCXpresso

WORK EXPERIENCE

Microtube Technologies

Oct 2021 to Nov 2021

- Software Engineer Intern
- Designed and Implemented a Data Visualization App on Windows for Bluetooth sensors using UWP
- Mobile implementation using Unity UIWidgets (derived from Flutter)

12C4I Battalion

Jan 2017 to Oct 2018

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

PROJECTS

Dance

Aug 2021 – Nov 2021

- Python 3/C++ Developer for a wearable dance move detector
- Implemented the Bluetooth protocol between BLE IoT devices and a laptop using bluepy on Ubuntu
- Implemented the reading and processing of IMU and EMG data sensors on Arduino

Grab N Go

Feb 2021 – April 2021

- UX Designer for a Supermarket Self-Checkout App using Figma
- Planned, conducted, and redesigned core features with usability tests and interviews to improve UX
- Awarded **Huawei Future Interaction Design Award 2nd Place**

CheatLogs

Oct 2020 – Oct 2020

- **Java Developer** for a note-taking application
- Setup a Continuous integration pipeline with Junit, Gradle and GitHub Actions

Cheruton

May 2020 - Aug 2020

- Game Developer for an RPG Adventure Game
- Designed and implemented gameplay, physics, and software architecture in Godot
- Clinched **Top 6 of 383 projects** in NUS SoC Orbital 2020 **for good software engineering**

ADDITIONAL INFO

- Interests: Hackathons, Digital painting, Video/Photo editing, Pixel Art