

# Tolentino Abner Jr Morales

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## EDUCATION

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**National University of Singapore**

Aug 2019 to Expected July 2023

- **B.E Computer Engineering**
- CAP: 4.79/5.0; Dean's List A/Y 2021-22
- Modules: SE & OOP, DSA in C++, Linear Algebra, Computer Graphics

## SKILLS

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

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

## WORK EXPERIENCE

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**Software Engineer Intern, Microtube Technologies**

Oct 2021 to Nov 2021

- Designed and Implemented a Data Visualizer on Windows for Bluetooth sensors using C# in UWP
- Mobile implementation using C# in Unity UIWidgets (derived from Flutter)

**VSAT Network Operator, 12C4I Battalion**

Jan 2017 to Oct 2018

- Deployed and maintained Ku-band VSAT network systems for over 4000 personnel in Wallaby 2018

## PROJECTS

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**Dance move detector**

Aug 2021 – Nov 2021

- Python/C++ Developer for a wearable dance move detector that used AI to classify dances.
- Implemented the Bluetooth protocol between IoT devices in python using bluepy on Ubuntu
- Implemented the reading and processing of IMU and EMG data sensors on Arduino in C/C++

**Self-Checkout App**

Feb 2021 – April 2021

- UX Designer using Figma
- Planned, conducted, and redesigned core features with usability tests and interviews
- Awarded **Huawei Future Interaction Design Award 2nd Place**

**Cheat sheet Application**

Oct 2020 – Oct 2020

- Java Developer using Junit, Gradle and GitHub Actions to setup CI/CD pipelines
- Developed the parsing and execution of CLI commands that managed cheat sheets

**RPG Adventure Game**

May 2020 - Aug 2020

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

## ADDITIONAL INFO

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