

# Tolentino Abner Jr Morales

Software Engineer · Computer Engineer · Designer

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## Skills

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<b>Languages</b>	C/C++ · C# · Java · Python · HTML/CSS/JS · Verilog
<b>Technologies</b>	Unity · Godot · UWP · Arduino · Git · Unix · Docker
<b>Tools</b>	Vim · Figma · Photoshop

## Experience

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### Hewlett Packard Enterprise

Jan 2022 to Jun 2022

Software Firmware Engineer Intern

- Developed tests for software modules and functional circuits in Network Switches in C and Python

### Microtube Technologies

Oct 2021 - Nov 2021

Software Engineer Intern

- Led an initiative to create a data visualizer for Bluetooth sensors using UWP for Windows and Unity for mobile

### National University of Singapore

Jun 2021 - Aug 2021

Software Project Advisor

- Mentored 5 teams in managing their Software Engineering projects for NUS Soc Orbital 2021

## Projects

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### Dance move detector

Aug 2021 - Nov 2021

Python/C++ Developer

- Developed a wearable dance move detector that uses neural networks
- Designed and Implemented the Bluetooth protocol between IoT devices in Python using bluepy on Ubuntu
- Implemented the reading and processing of IMU and EMG data on Arduinos in C/C++

### Self-Checkout App

Feb 2021 - April 2021

UX Designer

- Designed a checkout app to reduce queue times at local supermarkets
- Conducted design research like usability tests and contextual interviews with shoppers to design features
- Created wireframes and high-fidelity prototypes using Balsamiq and Figma
- Awarded Huawei Future Interaction Design Award 2nd Place

### RPG Adventure Game

May 2020 - Aug 2020

Game Developer

- Designed and implemented gameplay, physics, and software architecture on Godot in GdScript
- Clinched Top 6 of 383 projects in NUS School of Computing's Orbital 2020 for good software engineering

## Education

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### National University of Singapore

Aug 2019 - Expected July 2023

B.E Computer Engineering

- CAP:** 4.79/5.0, Dean's List
- Modules:** SE & OOP · DSA · OS · Networks · AI · Game Dev · Graphics

## Additional Info

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