

Tolentino Abner Jr Morales

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

EDUCATION

National University of Singapore

Aug 2019 - 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

Languages: C, C++, C#, Java, Python, HTML5, CSS, JS, GdScript, Verilog
Technologies: Unity, UWP, Godot, Figma, Git, Unix, Yocto, Docker, Vivado, LPCXpresso,

WORK EXPERIENCE

Software Firmware Engineer Intern, Hewlett Packard Enterprise

Jan 2022 to Present

- Developing features and tests on Network Operating Systems for Aruba switches using C and Python.

Software Engineer Intern, Microtube Technologies

Oct 2021 - Nov 2021

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

Teaching Assistant, National University of Singapore

Jun 2021 - Aug 2021

- Managed and guided 5 teams with their Software Engineering projects for NUS Soc Orbital 2021

VSAT Network Operator, 12C4I Battalion

Jan 2017 - Oct 2018

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

PROJECTS

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 manage 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

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