# **Tolentino Abner Jr Morales**

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### **EDUCATION**

#### **National University of Singapore**

Aug 2019 to Present

CAP: 4.76/5.0

Bachelor of Engineering (Hons), Computer Engineering

Modules: SE & OOP, DSA in C++

Expected Date of Graduation: 11 July 2023

**SKILLS** 

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

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

**PROJECTS** 

Dance Aug 2021 – Present

Python 3/C++ Developer for a wearable device that coaches dancing

- Implemented the Bluetooth protocol between BLE IoT devices using bluepy on Ubunutu
- Programmed multithreading, automatic reconnection and handling of fragmented packets
- Implemented the reading data from gyroscopes, accelerometers, and EMG sensors on Arduino

**Grab N Go** Feb 2021 – April 2021

- UX Designer for a Supermarket Self-Checkout App
- 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

**CheatLogs** Oct 2020 – Oct 2020

- Java Developer for a cheatsheet manager
- 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

Cheruton May 2020 - Aug 2020

- Project Lead for an RPG Adventure Game
- 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

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