

REY JR (AERJAY) ITALIA

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Calgary, Alberta

EDUCATION

Bachelor of Science in Computer Science, Information Security

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- University of Calgary

TECHNICAL SKILLS

- **Programming Languages:** C++, C, Python, Java, JavaScript, and Bash Script
- **Web Development:** MySQL, jQuery, EJS, Node.js, MongoDB, Heroku, Socket.io, HTML, and CSS
- **Operating Systems:** Mac OS, FreeBSD, Ubuntu, and Microsoft Windows
- **Tools and Applications:** GNU Project debugger, Microsoft Office Suite, Adobe Dreamweaver, Microsoft Visio 2016, Axure, Visual Studio Code, GitHub, Slack, and Trello

ADDITIONAL SKILLS

- **Analytical and Problem-Solving Skills:** Implemented and debugged programs for various projects
- **Teamwork:** Enthusiastically and diligently worked in a variety of group ventures such as programming contests, projects, causes, and customer service
- **Self-Motivated:** Eager to meet challenges and quickly assimilate concepts
- **Planning and Prioritization:** Disciplined in the creation and accomplishment of goals developed through urgent and high-pressure school projects and exams
- **Leadership:** Developed programs and activities for the youth week, formed and managed a basketball team and established basketball leagues for the youth as an Elected Youth Council Chair
- **Language Proficiency:** Alongside English, fluent in spoken and written Filipino

RELEVANT EXPERIENCE & PROJECTS

- **UXtra:** Assigned as the main back-end developer of a single-page web application that encourages designers of all fields to collaborate with each other and get feedback for their work
- **UVIDA:** Part of a five-member team mentored by an accomplished Software Engineer and acted as the front-end developer of a web website which aimed to help students in their academic studies
- **Noto:** Part of five-member team that developed and implemented a note application following an agile (scrum) software process model
- **Local Coffee Shop:** Acted as the front-end developer of the project's website containing a coffee shop database to store information on employee scheduling, equipment, and inventory for use by employees, as well as a place for customers to track accumulated rewards
- **Sugar Rush:** Was the head developer of a team that designed and developed a game for the Raspberry Pi using ARM assembly. The game was awarded best game out of forty-two other entries and was featured at the 2016 and 2015 Computer Science Undergraduate Showcase
- **Fast-Pass:** Part of three-member team that designed and developed a high-fidelity prototype of an application that is more efficient and accessible compared to current amusement park Fast-Pass systems using a user-centered design approach
- **Kernel Space Infector:** Part of a three-member team that designed and implemented an encrypted file infector virus, named as the second most annoying computer virus to disinfect