

Aiam Abadilla

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EDUCATION

University of California, Irvine

Bachelor of Science in Computer Engineering

Dean's Honor List for 3 quarters

Irvine, CA

Sept 2017 - Mar 2021

TECHNICAL SKILLS

Languages: Python, C, C++, Java, JavaScript

Data Markup Standards: HTML, CSS, Bootstrap

Frameworks and Libraries: Express.js, Node.js, Mongoose, React

Databases: MySQL, MongoDB

Developer Tools: PuTTY, Visual Studio Code

PROJECTS

YelpCamp | Node.js, Express, MongoDB Atlas, Bootstrap 5, Passport

Apr 2021 - May 2021

- Implemented a RESTful MongoDB/Express/Node stack web app with CRUD functionality and security
- Deployed through Heroku while maintaining data in MongoDB Atlas and Cloudinary
- <https://yelp-camp-2021-aa.herokuapp.com/>

Portfolio | HTML, CSS

Mar 2021 - Apr 2021

- Illustrated a basic portfolio using HTML and CSS to showcase projects done in the past
- <https://aiamabadilla.github.io/AAPortfolio/>

Robotic Hand | Arduino UNO, Swift, C

Oct 2020 - Mar 2021

- Collaborated with a team to create a Bluetooth controlled robotic hand from a smartphone application
- Utilized Swift and Java to create a mobile application for both iPhone and Android devices

Four Bit Uncomplemented Adder/Subtractor | Cadence

Oct 2020 - Dec 2020

- Assisted a team in creating a fully modularized components using Cadence
- Fabricated layouts of basic modular pieces, such as CMOS INVERTERS, NAND, NOR, and XOR gates

Atmospheric Monitoring System | C, Arduino UNO

Mar 2020 - Jun 2020

- Created a C++ program utilizing a Raspberry pi to detect the ambient temperature and humidity
- Designed a web-scraping program to collect CIMIS data to compare to local data and display the output

Super Mario Bros. for Android | Java, Android Studio

Apr 2019 - Jun 2019

- Led a partnership creating an emulated version of the classic game Super Mario Bros. for smartphones
- Developed an emulator with functioning physics with blocks, enemy interactions, and power-ups