Aiam Abadilla

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EDUCATION

University of California, Irvine   Irvine, CA
Bachelor of Science in Computer Engineering   Sept 2017 - Mar 2021
Dean's Honor List for 3 quarters

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

Twitter Clone | MongoDB Atlas, Express, Node.js, React
- Developed a clone of Twitter using the MERN stack with secure user login and CRUD operations on tweets
- Deployed backend in Heroku and frontend in Netlify with data in MongoDB Atlas and Cloudinary
- https://aatwitterclone.netlify.app/

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

Atmospheric Monitoring System | C, Arduino UNO
- 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
- 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