Niccolo-Luise Poblete

http://boaromayo.net

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EXPERIENCE

- Developed the front-end UI of an Android IDE application for a custom-made programming language called Snark
- Created several games such as ShapeBlaster, Ruinology, and Phoenix Wings
- Programmed the front-end UI for a database application

SKILLS

Programming Languages: Java, C++, Ruby, HTML5, CSS (SCSS, CSS3), Javascript, C, Python

Operating Systems: Windows 7/8, Mac OS X, Linux (Raspbian and Ubuntu)

Tools & Frameworks: Node.js, Qt

Other: OOP

EDUCATION

University of California, Merced
Computer Science and Engineering, B.S., 2013 - 2015

College of the Canyons
Computer Science, 2009 - 2012