

---

# Charlito G. Piao Jr.

Bachelor of Science in Computer Science  
University of the Philippines Cebu  
Lahug, Cebu City, Philippines

Email: cgpio1@up.edu.ph  
Mobile No.: +63 906-196-0435

## OBJECTIVE

An enthusiastic student who is seeking a placement position as an intern to enable my problem solving skills to be utilized as a computer science student. A highly-motivated student who is aspiring to become a developer that is eager to help the company by using the skills I've learned and at the same time grow and develop my skills and personality throughout the process.

I want to incorporate my ideas and to share them to my peers by collaborating and making a positive result for the company. For now, this will be my first step in realizing my goal of becoming a successful software developer and eventually explore more options as I go in my journey towards success.

## EDUCATION

**University of the Philippines Cebu, Cebu City, PH**

4th Year - BS Computer Science (June 2013 - Present)

**The College of Maasin, Maasin City, PH**

Secondary School (June 2009 - April 2013)

---

## SKILLS

### Programming Languages

- Knowledgeable in Lua (2016)
- Knowledgeable in Assembly Programming X86 (2016)
- Knowledgeable in Java (2013-present)
- Knowledgeable in C++ (2014)
- Knowledgeable in C (2013)
- Knowledgeable in Python (2013)
- Knowledgeable in Javascript, HTML, CSS

### Databases

- Knowledgeable in PSQL/Postgres
- Knowledgeable in MySQL

### Version Control

- GIT

### Technologies/Environment:

- Windows
- Ubuntu
- Sublime v.3
- Netbeans
- Corona Labs

## STRENGTHS

- Good problem solving and analysis skill
- Skilled in Agile/Scrum project development
- Open for constructive criticism/s
- Always eager to create new, exciting, and useful ideas and make them into reality
- Loves to make peers motivated and be connected to one another for better output
- Enthusiastic about learning new ideas from different kinds of people

---

## PROJECTS

### **“My Personal Website”**

CMSC 126 - Web Engineering - 2017

A project created using HTML, CSS, Javascript, Express, Postgres, Node.js. My personal website is a website that shows my resume, hobbies, and other cool stuff. It is live now and accessible through: [carlpiao.webeng.life](http://carlpiao.webeng.life), but I'm planning to improve it in my spare time.

### **“TutoreCo” - University of the Philippines Cebu Tutoring System**

CMSC 128 Software Engineering - 2016

A system that is created for students to tutor or become a tutee. Its objective is to help students with difficulty in their studies and needs a tutor for assistance; and to improve their skills in teaching and at the same time help the community of student in UP Cebu to have a more productive education. This project is a group project and my part was in building a mobile application that works just like the web version of “TutoreCo”. I have a partner and together we built the frontend and backend of the project, we used pair programming as a guide in building this project. My partner and I used lua programming language and Corona SDK Simulator as a tool in building the project.

### **“Maze” - Game in Assembly**

CMSC 131 Introduction to Computer Organization & Machine-level Programming

Build by a team of three people, we used the x86 Assembly Language Programming and the Microsoft Macro Assembler (MASM). I was assigned in making and designing the maze in each levels. The game is a one player game that lets you play in five different maze and the goal is to finish the game on time.

### **“Cereal ++” – 2D Animation**

CMSC 178 Multimedia: Computer Animation - 2016

A 2D animation created to advertise a box of cereal. Using an open source software, called “Open Toonz”, I was able to create an advertisement in a short span of time.

### **“TERA” – Task and Event Reminder Application**

CMSC 179 Android Mobile Application Development - 2016

An application that helps students with hectic schedules to list all of their tasks and events and help them be reminded by setting an alarm. This is a group project with three members and my

---

part was in frontend and backend of the project. We used android studio and Java programming to build the project.

### **“MANSANAS NI EBA” - Maze Game**

CMSC 21 Fundamentals of Programming - 2014

Created a maze game where two players compete in finding the apple by getting through the maze. The game was made in C++ and I used Graphics Library provided by oracle. I have a partner in this project but I was mainly in charge of both the frontend and backend of the project. The maze has only one design/level and was generated manually by us, the important part of the game was the checking of collision and the design of the game, from the menu up to the end of the game.

### **“PleasantVille” - Theatre Booking System**

CMSC 127 Database Management System - 2015-2016

This project is made by a group of five people. I was assigned in the backend part of the project using the language PHP and MySQL in connecting the System to database to enable the storing and accessing of data in the system.

## **TALK PARTICIPATION & WORKSHOPS**

- GDG Cebu Code Camp 2017
- UP Cebu Code ta Bai Series, 2016 – Secure Coding
- GDG Google I/O Extended Cebu 2016
- UP Cebu Code ta Bai Series, 2016 – Gaming with Python Workshops
- UP Cebu - Python Workshops, 2014
- UP Cebu - GIT Workshops, 2015

## **LANGUAGE PROFICIENCY**

Filipino, English, and Cebuano

## **REFERENCES**

References available upon request