Carlos Canonizado
Software Engineer

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About

Hi there, you can call me **Cholo**. I am a tech enthusiast who loves learning.

📍 Laguna, Philippines

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Skills

I am proficient in **React** and **Flutter**. I have also used the following:

* Redux
* Emotion
* JavaScript
* HTML & CSS
* Node.js
* Java
* Photoshop
* Illustrator

Education

Bachelor of Science in Computer Science
University of the Philippines - Los Baños
Cum Laude

Awards

Best in Research
Computer Science Category
UPLB Institute of Computer Science
Symposium 2019

Algorithm Professional
Software Competency (SWC)
Samsung SWC Exam of Nov 2019

Organization

Young Software Engineers' Society
Chief Executive Officer A/Y 2018-2019

Experience

React Developer @ Samsung R&D PH
Aug 2019 - Present
Develops high-quality web applications for production use. Details cannot be disclosed due to a signed non-disclosure agreement.

Developer Specialist @ Futurity Learning
March 2019 - June 2019
Developed an Android and iOS application using Flutter. Details cannot also be disclosed.

Software Engineer Intern @ Amihan
March 2019 - June 2019
Developed a financial chatbot using Angular5, Dialogflow, and Scala.

Projects

Samsung Projects
High-quality modules using React were made and tested. The modules for these applications are ready for production. However, further details cannot be disclosed as well.

Komunidad
A mobile application that allows users in the Philippines to check the status of different communites in terms of weather, mosquito index, and the likes. Made using Flutter for the mobile development and Java for the backend.

Sign Me Up
A sign language translator for Android. This uses a Convolutional Neural Network to train the data with the help of TensorFlow.

Super Smash Bros
A multiplayer game that is based from the original Super Smash Bros. Made using Python, Pygame, and Protobuf.