

Craig Ondevilla

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EDUCATION

University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science; GPA: 3.69/4.00

Champaign, IL

Mar. 2023 – **Expected** May 2025

Parkland College

Associate-level Coursework; Dean's List (2021–2023)

Champaign, IL

Mar. 2021 – Mar. 2023

EXPERIENCE

Student Tutor

Parkland College

Jan. 2022 – Dec. 2022

Champaign, IL

- Mentored 50+ students, resulting in average GPA improvement of 0.5–1.0 points.
- Collaborated with fellow tutors to clarify difficult concepts and improve student comprehension.
- Specialized in Computer Science, Mathematics, Physics, and Chemistry.

News Reporter

Illini Media Group

Jul. 2024 – Jun. 2025

Champaign, IL

- Wrote a Chrome web extension to automate repetitive tasks.
- Produced news articles using multimedia tools, including WordPress.
- Networked with new contacts to facilitate collaborative reporting projects.

Video Editor

Freelance

Apr. 2020 – Aug. 2021

Champaign, IL

- Edited videos using Adobe Premiere Pro, Photoshop, and After Effects.
- Maintained clear, remote communication with clients for project success.

PROJECTS

Browser-Based Pet Game | *JavaScript, HTML5 Canvas, SASS, Next.js, Node.js*

May 2025 – Present

- Designed an interactive browser-based game with real-time character movement, collision detection, and dynamic enemy spawning using JavaScript and Kaboom.js.
- Implemented ammo and reload system with dynamic HUD feedback using Canvas and DOM manipulation.
- Integrated custom audio effects and background music for enhanced immersion via HTML5 Audio.
- Deployed on GitHub Pages and Netlify for instant web access without downloads.

WordPress Automation Extension | *JavaScript, HTML, CSS, Chrome Extensions API*

Jun. 2025 – Present

- Built a custom Chrome extension to automate repetitive newsroom tasks in WordPress, including preset selection, metadata injection, tag entry, and timestamp adjustments.
- Enabled users to save and apply personalized presets using 'localStorage', reducing article setup time significantly.
- Designed a retractable UI for quick access and integrated safe editing of TinyMCE content.

UIUC CS 341 Systems Programming Projects | *C, POSIX Threads, Linux, Make*

Spring 2024

- Developed a multithreaded chatroom server enabling simultaneous client communication and broadcasting using POSIX sockets.
- Created a parallelized brute-force password cracker employing mutexes and thread synchronization.
- Simulated CPU scheduling algorithms (FCFS, SJF, Round-Robin) and analyzed performance trade-offs.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, Kotlin, Java, C/C++, HTML/CSS

Frameworks & Libraries: React (incl. React Native/Expo), Next.js, Node.js, WebGL, Tailwind CSS, SASS

Developer Tools: GitHub Actions, Docker, VS Code

Design & Media: Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Adobe Illustrator, Procreate, Unity/Unreal Engine, Blender, Canva