

# Derrick Quiamas

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Permanent Residency: Honokaa, Hawaii - 96727

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## EDUCATION

**University of Hawaii Manoa**

Bachelors Informations & Computer Science General

Cumulative GPA - 3.91

**Honolulu, Hawaii**

December, 2026

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## RELEVANT COURSEWORK

ICS 111 / 211    Intro to CS: Java  
ICS 141 / 241    Discreet Mathematics  
ICS 212        Program Structures C/C++  
ICS 311        Algorithms  
ICS 314        Software Engineering

## CURRENT FALL 2025

ICS 321        Database Systems  
ICS 390       CS Ethics for Lab Assistants  
ICS 481        Computer Graphics  
ICS 486        VR & AR Programming

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## INTERESTS

Game Development: Map Building and Scripting

2D/3D Scenery Design: Creating Interactive Environments for Users

Artistic Style: Designing Assets in Themes and Styles, Realistic Rendering

Software Development

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## SKILLS

Technical Skills: C, C++, Java, TypeScript, React & Bootstrap, PostgreSQL

Unity Game Engine (1 year): 2D/3D Design, C# Scripting, Logical Programming, Script-Object Interaction

Artistic Skills: Digital Design, 2D Realism, Traditional Illustration, Color Blending, Basic 3D Modeling

- View samples: Instagram @derr1qk

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## PROJECTS

### VR Experience - ICS 486 Project (Fall 2025)

- Developed a Virtual Reality experience using the Unity Game Engine and Meta XR SDK.
- Implemented features using Meta XR tools and custom Unity scripts and objects, exercising 3D programming and logical functionality for interactive experiences.
- Built an interactive inventory system and color-based visual cue mechanics as core gameplay features.

### Cooking Compass - ICS 314 Project (Spring 2025)

- Collaborated in a team of 4 to develop a web application showcasing skills learned in class, including issue-driven management and agile workflows.
- Implemented features using Next.js, contributing to both front-end and back-end development.
- Managed project tasks through GitHub Issues and Pull Requests, ensuring effective team collaboration.

### Art Portal - Personal Project (Summer 2025)

- Similar to my project above, this one was a collaboration with my friend
- This website aims to strenghten our skills outside of class and showcase our other talent and hobby: Art

**More on my personal portfolio: [derriqk.github.io](https://derriqk.github.io)**

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## EXTRA CURRICULARS AND ROLES

### Computer Science Lab Assistant

**Fall 2025**

As part of my ICS 390 course in Fall 2025, I will explore computer science ethics through writing and discussion, while also applying instructional techniques to assist in teaching a CS lab section.

### Game Development Club (Member: Coder)

**Spring 2025 - Present**

By being part of a team among artists, story writers, song makers, and coders, we create a game every semester following a theme and core mechanic using Unity as our main development engine.

### ICSpark (Mentor in Training)

**Fall 2025 - Spring 2026**

As a mentor in training, we cover the necessary technique and instructional skills to support 6th - 12th grade students in introductory web development during the spring semester.

### Volunteer Work

Volunteer for university CS events and hackathons and assist participants while representing UH Manoa's ICS program.