

Derrick Quiamas

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Permanent Residency: Honokaa, Hawaii - 96727

EDUCATION

University of Hawaii Manoa

Bachelors Informations & Computer Science General

Cumulative GPA - 3.91

Honolulu, Hawaii

December, 2026

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

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

SKILLS

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

Unity Game Engine: 2D/3D Design, C# Scripting, Script-Object Interaction

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

PROJECTS

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

UNO CLI - Personal Project (Summer 2025)

- Developed a command-line version of UNO as a solo project to strengthen my C++ skills.
- Applied object-oriented programming principles to design game classes and manage gameplay logic.
- Implemented functions within classes to handle game mechanics, user input, and win conditions.

More on my personal portfolio: derriqk.github.io

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

ICSpark TORCH Spring Showcase

- Helped set up venue | Answered participant questions during their intial setups

SWITCH x ICSpark Hackathon

- Spoke to the highschool teachers about what ICS is like at UH Manoa