Edmund Nillas III

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Education

Cor Jesu College   **Digos, Philippines**

BS Computer Science   2021 - Present

Technical Skills

Languages: *HTML, CSS, Javascript, Python, C, C++*
Frameworks: *ReactJS, NextJS, MongoDB, Express, NodeJS, CSS w/ SASS, Redux, OpenGL, CMake*
Other: *Test Driven Development, Software Application Deployment*

Projects

Plaza - [Website](#) / [Github](#)   ***ReactJS, MongoDB, ExpressJS, NodeJS, Firebase, SASS***
An ecommerce website made with ReactJS, MongoDB, ExpressJS, NodeJS and Firebase. This was a side project to better solidify what I have learned in my stack.

Simulacra - [Github](#)   ***OpenGL, ImGui, CMake***
Graphics engine for game development, visualizing data, and algorithms. As for the reason why I started this project and not using a game engine for convenience was because of my low-end laptop which can barely run Unity, my preferred engine to use at the time. Hence I decided to make games from scratch and eventually it developed to be suited to my personal use.

AnathemaOS - [Github](#)   ***C, Assembly***
A homebrew operating system made for learning purposes, made in Assembly and C. My goal for this project was to have some sort of growing operating system that will have new features based on my current needs. This is an unfinished project since I have underestimated the scope of the project and kernel development in general and have fallen back in learning basic concepts of how operating systems work.