

# EMERENTIA NOVENA

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## PROFESSIONAL SUMMARY

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Aspiring software developer with an MSc in Software Development at the University of Glasgow. Hands-on experience building full-stack web applications using Python, Django, JavaScript, and RESTful APIs through academic projects. Strong foundation in Agile development, object-oriented programming, and clean code practices. Multilingual and highly adaptable with a passion for creating user-focused solutions that bridge technology and real-world needs.

## TECHNICAL SKILLS

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**Programming Languages:** Python, Java, JavaScript, HTML5, CSS3, SQL

**Frameworks & Libraries:** Django, jQuery, Bootstrap, AJAX

**Tools & Technologies:** Git, GitHub, VS Code, SQLite, JSON

**Software Development:** Object-Oriented Programming (OOP), RESTful API Design, Agile Methodology, MVC Architecture, Unit Testing, Version Control

## PROJECTS

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### Story-Based Language Learning Web App

*In Progress (2025)*

*Django, Python, JavaScript, HTML, CSS, REST APIs*

- Building a full-stack educational platform that uses storytelling techniques to teach languages
- Implemented user authentication, dynamic story rendering, and story-narrative logic.
- Integrated front-end logic using JavaScript and AJAX for seamless UI interactions
- Structured backend with Django models and views; designed relational database schema

### Movie Review Platform

*Feb 2025 – May 2025*

*Django, Python, jQuery, AJAX, SQLite*

- Developed a responsive web application that allows users to post and manage movie reviews
- Implemented CRUD operations, rating system, and dynamic AJAX features for real-time feedback
- Built Django models, views, and URL routing; followed DRY principles and clean code standards
- Applied MVC architecture and session management for user experience and security
- Wrote 20+ unit and integration tests

### Duelyst 2 Game Backend (Team Project)

*Feb 2025 – May 2025*

*Python, Git, Unit Testing, Agile*

- Engineered backend systems for a turn-based card strategy game as part of a 4-member team
- Designed game logic for unit movement, and state transitions using OOP principles
- Collaborated using Git and GitHub, participated in code reviews and daily standups in Agile setting

## EDUCATION

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**MSc in Software Development**, University of Glasgow, UK

*Sep 2024 – Sep 2025*

*International Leadership Scholarship Recipient*

**BA in Foreign Languages and Literature**, Feng Chia University, Taiwan

*Sep 2020 – Jun 2024*

*Awarded for Academic Excellence*

**Diploma in Business**, Humber College, Canada

*Jan 2019 – Apr 2020*

*Admitted at age 16; accelerated entry as the youngest student in program cohort*