Enrico Serrano

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Career Profile

Passionate Software Developer in the ultimate year of study at Auckland University of Technology who possesses:

- Ability to manage a heavy workload and produce professional applications that will help businesses and organisation
- Strong ability to work within a team environment, belief in listening, learning, and equal contribution
- Experience in programming languages, processes, and project management
- Highly developed problem-solving skills and divergent thinking

Education

Auckland University of Technology   **2020 - Present**

Bachelor of Computer and Information Sciences

- Major in Software Development
- Minor in Information Service Science

Pakuranga College   **2015 - 2019**

- Achieved NCEA Level 3 with Merit Endorsement
- Achieved NCEA Level 2 with Merit Endorsement
- Won a trophy for excellence in mechanical engineering in Year 12
- Acquired certificate for mathematics in Year 13

Skills

- Proficient in Java, C, PHP, MySQL, HTML/CSS
- Experience in JavaScript and Python, C#
- Technical Knowledge with Git, Linux, OOP, Unit Testing, Java Streams, Agile Scrum, Unity

Projects

Near-miss Application (HTML/CSS, Agile SCRUM, PHP, MySQL)

https://github.com/enricoserrano/Near-Miss-App

- Developing a mobile-website application with WorkSafe that records near-misses and accidents in the workplace
- Operated with a team of 5 people to create the application for our client WorkSafe
- Enables users to take a photo and annotate the hazards in the workplace
- Uses HTML/CSS for frontend, PHP for backend and MySQL for database
- Used Agile Scrum for the developmental process

PBCNZ Website Application (HTML/CSS, Hosting, cPanel)

https://github.com/enricoserrano/PBCNZ

- Developed a static website as part of a volunteer effort to create a website for Pilgrim Baptist Church
- Registered the domain name and address
- Successfully deployed app in GoDaddy hosting service using cPanel

De-Crypt It Unity Game (C#, Unity, Agile Scrum, Unit Testing, Test Driven Development)

https://github.com/enricoserrano/De-Crypt-It

- Developed a 3D first-person escape room game using unity and C# as a programming language
- Conducted test-driven development to ensure the robustness of the program

- Regular standup, sprints, goals, retrospective and task estimation were conducted to display the developmental process
- Conducted user story point estimation using the scrum poker method
- Worked as a product owner of the team to manage the product and desired outcome

Who wants to be a Millionaire Java Application (Java, Git, Java Streams, OOP, Troubleshooting, Oracle)

https://github.com/enricoserrano/PDC_Project

- Classic game with a set of trivia questions, a leaderboard, and the lifeline for the player
- Primarily uses Object-oriented programming, Java Database Connectivity and Java Swing
- Uses Apache Derby Database to store questions and player results
- Conducted Junit testing for coding quality and functionality
- Worked on GUI/CLI, Database, code integration and design patterns

Create Workshop Session Website Application (Python, HTML/CSS, JavaScript, MySQL)

https://github.com/enricoserrano/Workshop

- Workshop website application which aims to help teachers and students organise a workshop session
- Offers three account roles such as admin, teacher, and student
- Uses MySQL as a primary database to store account information and workshop session
- Learnt basic UI and UX to implement the application design

Experience

Coding Club Aotearoa – Volunteer   **July 2021 – February 2022**

- Assisted students how to program and learn basic programming concepts using Scratch, and HTML/CSS
- Acquired knowledge of teaching, explaining programming concepts and being a role model

Woods Glass (NZ) LTD – Student Worker   **November 2020 – February 2021**

- Helped with windows and door frames assembly, housekeeping, devanning, and general hand
- Gained knowledge in the practical industry and standards, as well as improved interpersonal and communication skills

Hella New Zealand Company – Student Worker   **November 2018 – January 2019**

- Primarily responsible for making sure products coming out of the machine are high quality, loaded into a box and labelled properly.
- Gained knowledge with quality standards, multitasking and attention to detail.

Extracurricular Activities

Pakuranga College U15 – B Basketball Group   **2015**

Pakuranga College U19 – B Basketball Group   **2018**

Pakuranga College U19 – A Basketball Group (Won coaches award trophy)   **2019**

- Improved the ability to be a team player and honed work ethic through training sessions and matches
- Improved self-confidence and communication skills through basketball matches and ability to work as a team

ezyVet Hackathon - Participant   **2022**

- Improved problem solving and innovation through collaboration with peers for a project solution based on scope
- Improved management and team dynamics from working under pressure and working with different people

Qualifications

- Class 1R driver's license

References

- Richmond Johnston   R&D WorkSafe (Client) 021 890 589   richmond.johnston@worksafe.govt.nz
- Matthew Kuo   AUT SDP Mentor   +64 9-921 9666 ext. 5962   matthew.kuo@aut.ac.nz