
Enrico Serrano



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linkedin.com/in/enricoserrano/



enricoserrano.github.io/



github.com/enricoserrano

Summary Profile

I am a programmer and currently studying for a Bachelor of Computer and Information Science at AUT. I enjoy learning and developing Web and Desktop apps. I wish to make an impact in this world by creating applications that will assist everyone through their daily lives. My goal is to find a work placement that will enhance my skills and knowledge related to my Computer and Information Science degree.

Longer-term, I aim to find a stable career in Software Development and help as many organisations and clients as possible.

Technical Skills

Languages: Java, Javascript, C, C#, Oracle, Python

Skills: Git, Linux, OOP, HTML/CSS, Unit Testing, Troubleshooting, Java Streams, Agile SCRUM

Projects

De-Crypt It Unity Game

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

- Worked within a Scrum team to develop a 3D-first-person escape room game.
- Developed the game through the use of unity and C# as a programming language.
- Conducted Test Driven Development to ensure robust program functionality.
- Used story point estimation using the scrum poker method.
- Regular standup, sprints, goals, retrospective, task estimation was conducted to display the developmental process

Workshop Website Application

<https://github.com/enricoserrano/Workshop>

- Workshop App which aims to help teachers and students organise a workshop session.
- Offers 3 account roles such as admin, teacher and student.
- Uses MySQL as the primary database to store account information and workshop sessions.
- Implemented basic UI and UX designs for users.
- Used HTML/CSS to develop this program.

Who wants to be Millionaire Java Application

https://github.com/enricoserrano/PDC_Project

- Classic game with a set of trivia questions, leaderboard, and lifeline for the user.
- Uses OOP, JDBC, JavaSwing and other design patterns.
- Uses Apache Derby Database to store questions and player results.
- Conducted JUnit testing for coding quality and functionality
- Primarily worked on GUI/CLI, Database, code integration and design patterns.

Education Background

2020 - Present | Bachelor of Computing and Information Science
Auckland University of Technology (City)

High-School | Achieved NCEA Level 2 with Merit Endorsement

High-School | Achieved NCEA Level 3 with Merit Endorsement

Work Experience

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 labeled properly.

81/83 Ben Lomond Crescent, Pakuranga Heights, Auckland 2010

Reference Number:

5770377

Woods Glass (NZ) LTD

Student Worker

November 2020- February 2021

Helped with assembling windows and door frames, housekeeping, devanning and general hand.

11 Olive Rose, Penrose, Auckland 2010

Reference Number:

Will provide upon request

Coding Club Aotearoa

Volunteer

July 2020 - December 2020

As a volunteer in the coding club, I assist students how to program and learn basic programming concepts using Scratch, HTML/CSS.

7 Aylesbury Street, Pakuranga, Auckland 2010

Reference Number:

Will provide upon request

Strengths

- Reliable and Consistent
- Team Player
- Determined
- Passionate
- Work Ethic
- Adaptability
- Committed to Lifelong learning

Hobbies

- Sports
- App Development
- Watching Movies/TV-Shows
- Semi-Professional in Esports