

## SKILLS & STACKS

Linux



Lua



Java



Python



Git



Javascript



HTML/CSS



Vim



C/C++



.NET



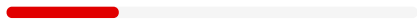
PHP



MySQL



Vue



## EDUCATION

2017 - 2021

**Magna Cum Laude - Bachelor of Science in Information Technology**

Cavite State University - Main

Thesis - CodeNect: Visual Programming Software for Learning Programming Fundamentals

2010 - 2014

**Special Science Class**

Governor Ferrer Memorial National High School

## CONTACTS

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 GitHub

# BRANDON B. LIM-IT

Software Programmer, Game Developer, and Programming Enthusiast

## PROFILE

Programming enthusiast with passion for writing software, video games, and databases. Enjoys writing fast, simple, efficient, optimized, and secure code. Loves teaching programming to other people.

\*Some texts in red color are links

## FREELANCE EXPERIENCE

**Freelance Online Tutor**

Sep 2020 - Present

**Programming and Computer Science**

Educating and helping students learn and solve programming questions and exercises. Taught Python, Go, C/C++, and Java.

**Web Developer and Administrator**

Dec 2020 - Feb 2021

**Zion English**

Developed a website for an English tutor company

**Technologies include:**

- VueJS
- NodeJS
- JavaScript, HTML, and CSS

**Web Developer and Database Administrator**

Oct 2020 - Jan 2021

**Chazydes Business**

Developed an internal inventory management system for a local business

**Technologies include:**

- VueJS
- NodeJS
- JavaScript, HTML, and CSS
- MySQL

## PROJECTS

**Android extensions for love-android**

October 2021

**Android extensions (AdMob, Google Play Services, etc.) for the love game framework for Android**

**Slab**

August 2021

**An immediate mode GUI toolkit for the Love 2D framework.**

**CodeNect: Visual Programming Software**

June 2021

**Visual Programming Software for Learning Fundamentals of Programming**

**Geo::Math**

December 12, 2018

**Simple Geometry Educational Software and Solver**

**Anagramer**  
**Anagram Solver Application**

**January 23, 2018**

**Going Home**  
**2D Pixel Art Horror Game**

**March 19, 2017**

## **ACHIEVEMENTS**

**Magna Cum Laude in BS Information Technology**  
**CvSU Batch 2021**

**April 22, 2022**

**Most Outstanding Student in Academics**  
**Gawad Laya't Diwa 2022**

**May 30, 2022**

**Most Outstanding Student - College of Engineering and Information Technology**  
**CvSU 3rd Annual Gawad Tigre**

**April 10, 2021**

**Most Outstanding Student - Department of Information Technology**  
**CvSU 3rd Annual Gawad Tigre**

**April 7, 2021**

**Webinar Speaker**  
**Basic 2D Game Development for Beginners**

**December 12, 2020**

**2nd Place in .NET Programming**  
**I.T Olympics - University of Makati**

**September 2019**

**1st Place in Programming Contest**  
**Technoton 2018 - Cavite State University**

**October 2018**

**Going Home Game Exhibitor**  
**GameCon 2017**

**July 2017**

**Pinoy Teen Creates Pixel Art Horror Game**  
**GMA News Online Article**

**June 2017**

## **CERTIFICATION**

**Shopee Code League 2020 (Student Category)**

**June 8 - August 8, 2020**