**Arnel Jerome Adviento**

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**Education**

**Bachelor of Science in Computer Science (2018)**

University of Calgary

**Relevant Courses**

* Programming Paradigms
* Design and Analysis of Algorithms
* Data Structures, Algorithms and Their Analysis
* Software Analysis and Design
* Computer Networks
* Principles of Operating Systems
* Computing Machinery 1 & 2
* Introduction to Computability

**Technical Skills**

**Computer Languages:** Python, Java, C#, SPARC

**Operating Systems:** Linux, Windows

**Tools and Applications:** Eclipse, Junit, Visual Studio, Unity, Git, LWJGL3, openGL,

**Additional Skills**

**Communication**

* Able to express thoughts and opinions to others, while doing the same in return
* Ensure that clear and concise instructions are given to insure proper interpretation

**Teamwork**

* Cooperated with fellow peers, amongst various classes to complete projects and assignments through the distribution of work

**Problem Solving**

* Proficient at debugging and revising codes of fellow colleagues
* Ability to use a variety of approaches in order to solve a specific problem

**Self-Taught:**

* Learned C# and Unity interface through various available sources from the web during the process of creating a game

**Relevant Projects**

**Computer Networks Fall 2015**

* Created several programs in Java in simulating the interaction between computers and networks on how they communicate and transfer information

**Software Analysis and Design Winter 2015**

* Programmed a working prototype of a fighting game in C# using Unity with a working AI (Artificial Intelligence)

**Introduction to Computer Science Fall 2013**

* Completed a Connect 4 game programmed in Python and used TkInter as the game’s graphical interface

**Relevant Experience**

**General Member September 2015 – Present**

University of Calgary Problem Solving Club

* Learned various algorithms utilized in programming problems
* Developed the skills to implement such algorithms
* Expanded my understanding of various data structures

**ACPC 2015**

Competitor

* Programmed with a group of three peers to implement solutions to various problems
* Demonstrated and developed problem solving skills experience in a time restricted environment

**Game Projects**

* Collaboration with peers on designing a Java based game usingLWJGL3
* Researched and completed a Unity based game developed in C# for a class project and tested using Junit

**Work Experience**

**Ice Cream Scooper August 2012 – February 2013**

Marble Slab Creamery

* Developed valuable communication skills to ensure customers get their desired product
* Assisted in training new staff members

**Interests**

* Cooking, Playing Guitar, Video Games, Graphics, Running