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| **Hendrix Leonard E. Maligaya** | | | |
| Evergreen Subdivision RFM ROAD P1BLK9LOT6 Laguna - Cabuyao - Pulo • maligaya30@gmail.com • https://github.com/iamnotahero | | | |
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| **Introduction** | | | |
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| Hello, I am a 3rd year student from San Sebastian Recolletos Canlubang currently taking Bachelor of Science in Information Technology. Which focuses on the Java language and database designs, we were tasked to build Android apps, Java based Apps using NetBeans, Databases, SQL Queries. but not only I am knowledgeable in Java language i also have experience in JavaScript and Python. I am also knowledgeable in modern frameworks like Django and React. | | | |
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| **Education** | | | |
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| **Bachelor of Science in Information Technology**  SAN SEBASTIAN RECOLLETOS, Canlubang | *Expected Graduation May 2023* | | |
| * **Relevant Coursework**: JAVA, Database Design, Cryptography, Object-Oriented Programming, and SQL Queries, Introduction to Computing, Discrete Structures, Web Development, Data Structures and Algorithms | | | |
| **Harvard University Online Course CS50g**   * **Relevant Coursework**: Computer Science, Principles of 2D and 3D graphics, animations, sound and collision detection, Algorithms, Unity and LOVE2D, LUA, C#, Basics of game design and development * Done 4 projects out of 12 passed, passed all projects submitted. | | *Expected Certification 2023* | | |
| **Past Projects** | | | |
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| **Trucking Business Database (MySQL, PHP, AJAX, jQuery, JavaScript)** | *Jun 2021–May 2022* | | |
| * Designed sophisticated database containing user data, company budget, payroll with administrative control. * Communicated and followed the instructions carefully assigned by our leader. * Developed an API for the database, and web application. * **Assisted on debugging both back-end and front-end.** * **Source code is in my GitHub link.** https://github.com/iamnotahero | | | |
| **Personal Projects**   * **I created my own Responsive portfolio online using plain JavaScript, HTML, CSS https://iamnotahero.github.io/My-Portfolio/** * **Created a URL Shortener mini project using Django Framework.** * **Created a Chat-App using React and Stream.io API with group chats and Direct messages.** | | | *Dec 2021–Jan 2022* | |
| **Game Making**   * **We were assigned to develop a game using GAME MAKER 2, Designed the level generation and randomization.** * **Created a Candy Crush like game with Harvard’s Course.** * **Using LOVE2D, I created an AI enemy for a pong game from scratch. Learned to animate a static object using programming loops and** * **Created a procedural level algorithm for a game called Flappy Bird(Fifty Bird) and Breakout.** | | | *Dec 2021–Jan 2022* | |
| **Additional Skills** | | | |
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| * Familiar with programming web tools: GITHUB https://github.com/iamnotahero | | | |