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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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| **Objective** | | | |
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| Analytical and passionate college student working toward a BS in Information Technology at the San Sebastian Recolletos. Aim to use knowledge of problem solving, programming languages, database designs, and debugging to satisfy the debugging problems at your company. I am knowledgeable in Java, Python, JavaScript. 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 | | | |
| **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 | | *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** * **Created a URL Shortener mini project using Django Framework.** | | | *Dec 2021–Jan 2022* | |
| **Game Making**   * **We were assigned to develop a game using GAME MAKER 2, Designed the level generation and randomization.** * **Systematically Solved each problems that the game have and planned from scratch until to the point of building the game.** * **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 | | | |