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| **Hendrix Leonard E. Maligaya** | | | |
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| **Introduction** | | | |
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| Hello, I am a 3rd year student from NU Laguna currently taking Bachelor of Science in Computer Science. Which focuses on the PHP language, Databases, and Algorithm. We built a fully working CRUD website which I mostly coded. We were tasked to build Android apps, Calculator, Login Page. 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 Computer Science**  National University Laguna |  | | |
| * **Relevant Coursework**: Java, Web Development, Database Design, Cryptography, Object-Oriented Programming, and SQL Queries, Introduction to Computing, Discrete Structures, 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 | |  | | |
| **Past Projects** | | | |
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| **Trucking Business Database (MySQL, PHP, AJAX, jQuery, JavaScript)** |  | | |
| * 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.** | | |  | |
| **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.** | | |  | |
| **Additional Skills** | | | |
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| * Familiar with programming web tools: GITHUB https://github.com/iamnotahero * Familiar with Video Editing tools like Sony Vegas Pro. * Familiar with Photoshop * Familiar with Canva | | | |