JUSTINE HIZOLA

Computer Engineer

MY CONTACT

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SKILLS

- C, C++, C#, Java
- MySQL
- Git
- Linux
- Desktop Application Development
- CMake
- Basic Game Development
- Raylib, Unreal Engine

EDUCATION

Technological Institute of the Philippines
Computer Engineering
2016- Present

Sacred Heart Insitute
2010 - 2014

Itaas Elementary School
2004 - 2010

REFERENCES

Ricky James B. Perez

VE group Via integrated os / .NET Developer

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ABOUT ME

I am a fourth-year computer engineering student at the Technological Institute of the Philippines, with good critical thinking and problem-solving abilities. I am extremely motivated and thrive under pressure. Seeking opportunities to grow in my career, put my abilities into practice, and gain new skills.

PERSONAL PROJECTS

Pew Pew Game
- This is a game that took inspiration from asteroid, Powered by raylib and C++. It has a simple AI that follows wherever the player goes, it also uses AABB(Axis-Aligned Bounding Box) collision. The game uses a Factory method for storing the bullets and enemy entities. It has a difficulty of three levels that scale based on your score If you want to try the you can visit my profile in itch.io Link:https://namelessnames.itch.io/pew-pew-game

Flappy Circle(Flappy Bird Clone)
- A clone of the popular game Flappy Bird, made with raylib, a highly modular library, and C++ as the primary language. This project was built independently, thus I used primitive shapes to represent the game objects and focused on technical aspects such as obstacle spawning, the usage of AABB (Axis-Aligned Bounding Box) for collision, and a functional scoring system. If you want to try the you can visit my profile in itch.io Link:https://namelessnames.itch.io/flappy-bird-clone

CERTIFICATION

- CCNA: INTRODUCTION TO NETWORKS
- CCNAV7: SWITCHING, ROUTING, AND WIRELESS ESSENTIALS
- CCNA: INTRODUCTION TO PACKET TRACER
- CCNA: CYBERSECURITY ESSENTIALS
- CCNA: NETWORK ASSOCIATE CYBER OPS
- CCNAV7: ENTERPRISE NETWORKING, SECURITY, AND AUTOMATION

SEMINARS

- AIOT+ : UNLEASHING MACHINE LEARNING IN IOT ERA
- IDEATHON: AGRITHINK! = DEVELOPING AGRICULTURE SOLUTIONS FOR A SUSTAINABLE AGRICULTURE INDSUTRY