Jimuel Abraham

Developer

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https://github.com/jmlll-afk

An enthusiastic and self-motivated Computer Science student with 3 years of coding experience in the academe. Eager to join your company to further enhance my skills in developing websites under your internship program.

Projects

Mobile Point of Sale System

- · Self-studied how to make mobile applications using Xamarin Forms using different video tutorials, forums, and documentation.
- · Developed a mobile point of sale system for a local fruit shake stand here in our town, that have features of order processing, inventory management, and sales management, for compliance on our final project for Software Engineering 2.

Library Management System

- Worked together with my classmates or groupmates to do a simple library management system, for compliance on our final project for Software Engineering 1.
- Used basic programming language and markup languages in developing this system like HTML, CSS, PHP, and JavaScript.

Game Development

- · Work together with my friends as we join UPLB's Game Jam, partaking in different workshops and creating a functioning game at the end of the event.
- We used Godot Engine as we develop the game and finished and submitted it on the deadline

Game Development (LUCID)

- Worked together with my classmates or groupmates to do a simple game, for compliance on our final project for Game Development.
- · We used Godot Engine as we develop the game and finished and submitted it on the deadline

Education

General Mariano Alvarez Technical High School

2019-2021

2021-Present

· Science Technology, Engineering, Mathematics Strand

Cavite State University - Silang Campus

• Bachelor of Science, Computer Science

Skills

- Coding
 - HTML
- o C++
- o CSS
- o C#
- Javascript
 - Java
- Communication Skill

- Problem-solving
- Time Management
- Eve for Detail