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| **Sections** | **Content** |
| Home | I provide therapy for laptops that were abused by their human owners, and I offer quality services in copying and pasting stuff from Google. If that isn’t enough for you, here’s my resume below: |
| About me | I majored in computer science and graduated with a bachelor’s degree at California State University, Sacramento. I’m an avid fan of the Sacramento Kings and the Dallas Cowboys. And in my spare time, I dance, play basketball or study Martial Arts. |
| Past Projects |  |
| Contacts | Please provide me with your contact information and I will respond as soon as possible. Thank you for visiting my portfolio site. |
| Bullard | The Bullard Timecard Portal was web-application that recorded time card details of each employee at Bullard. It tracked the number of hours worked and the type of work performed (such as carpeting or plumbing). My team and I developed this software through: ASP.NET Core MVC, C#, HTML, J-Angular and Sequel Server. |
| Cubix | Cubix was a video game that was brought to life in gaming architecture course at Sacramento State University. It was a Java based game that used an Academic game engine, SAGE (Simple Adaptable Game Engine). The 3D Models within the game were crafted through a content creator tool called Blender. Due to the Cubix’s success at the gaming showcase, —held at end of the course—it will be honored and displayed in the building of Computer Science and Engineering, Riverside Hall. |
| Parks and Recreation | In a Software Engineering course at CSUS, I was given the responsible to coordinate and design a software for a client in the Parks and Recreations department. They needed an application that can record and illustrate park attendance data. My team and I implemented this application with Java and MySQL. |
| Promise Zone | Promise Zones are high-poverty districts that the local government partners with, to improve the well-being of their communities. I was selected among several students to design a website for the Promise Zone at CSUS. The website was implemented with Cascade’s Web Content Manager, JavaScript and HTML. A link to the webpage can be found bellow: |