

KENZO BANAAG

EDUCATION

WASHINGTON STATE UNIVERSITY

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

January 2018 – Dec 2020

Cumulative GPA – 3.2

SKILLS

Proficient: Java, C#, Android **Familiar:** C++, Git, SQL, ReactJS

Basic Knowledge: HTML, CSS, JavaScript, R Studio

Great understanding of object-oriented programming and SOLID principles.

Good understanding of software engineering principles such as requirements engineering, design engineering, quality assurance and risk control.

Good understanding of software testing with knowledge of testing methods like black box and white box testing.

PROJECTS

GYM TRACKER MOBILE APP (JUNE 2019 – PRESENT)

Description: Mobile application that tracks and creates daily gym activity by allowing the user to dynamically input current or future workouts.

Implemented SQLite database for storing workout information.

Implemented workout sharing through sending text files with the use of third-party applications such as Facebook Messenger and phone default text messaging.

SURVEY CAMPAIGN MANAGER (SEPT 2019 – MAY 2020)

Description: A Microsoft sponsored web-based survey campaign manager that allows the initiator to design and build web-based surveys.

Developed front end prototype capable of processing essential data for presentation.

Integrated Material-UI to front end improving site aesthetics and functionality.

YELP DATABASE (FEB 2019 – APRIL 2019)

Description: Client based data search application capable of searching yelp users and businesses from a local database.

Implemented the Bing Maps Toolkit for location mapping and distance calculations.

Constructed basic SQL queries capable of pulling out necessary information from the database.

Utilized DBMS principles to construct database relations from the ER models and diagrams.

Designed and developed the front-end user interface and back-end database communication.