

KENZO BANAAG

EDUCATION

WASHINGTON STATE UNIVERSITY

BACHELOR'S DEGREE IN SOFTWARE ENGINEERING

January 2018 – May 2020

Cumulative GPA – 3.2

SKILLS

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

Basic Knowledge: HTML, CSS, JavaScript, ReactJS, 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.

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.

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.

LEADERSHIP

YELP DATABASE (FEB 2019 – APRIL 2019)

Led a team of 3 for the development of the core code and graphical user interface of the yelp database project.