

# Kyle Adrian A. Lainez

## Software Engineer

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## Summary

I am a Software Engineer driven by the desire to solve problems, a passion for technology, and an enthusiasm for programming. My background in Computer and Software Engineering enables me to approach problems in a consistent and systematic way.

## Experience

### Field Network Technician Intern

*Bel Air Internet, Sherman Oaks, CA*

April 2019 – June 2019

- Network Switches installation and configuration
- Troubleshooting of Network problems
- Installation and configuration of antennas

### IT Support Intern

*Specified Contractors and Development Inc., Quezon City, Philippines*

April 2018 – June 2018

- Maintenance of Computers and Devices
- Troubleshooting of hardware and software problems

## Projects

[Convey](#) - a real-time messaging app made with the MERN stack for the final project at General Assembly.

[Goal Tracker](#) - a group project of 3 that is built with Python, Django, and PostgreSQL.

[Buy and Sale](#) - is a full CRUD, e-commerce website built with MEN stack.

[Chess](#) - a game that only uses the DOM.

[Sorting Visualizer](#) - a Sorting Algorithm Visualizer that is inspired by the project made by Clement Mihailescu.

## Skills

### Programming Languages

JavaScript, Python, Java, C++,  
HTML, CSS, SQL

### Libraries and Frameworks

React, Django, Node.js,  
Express, Bootstrap, Socket.io,  
Mongoose

### Tools and Technology

Version Control, Adobe XD,  
AutoCAD, Heroku, Netlify,  
Microsoft Office

## Education

### General Assembly

*Software Engineering Immersive*  
January 2021

Polytechnic University of the  
Philippines

*Bachelor of Science in*

*Computer Engineering*

September 2020