

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.

Projects

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

Experience

Material Coordinator 2

Illumina Inc., San Diego, CA

June 2022 – Present

- Picking/Pulling material in temperature in different regulated environments to stage and ready for shipment.
- Packing and Shipping materials in accordance with order requirements and order priority.

Material Coordinator 1

InSync Staffing, San Diego, CA

November 2021 – May 2022

- Working as a Contractor for Illumina

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