

Josh Harnet Ravago

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Technologies and Languages

C++, C#, SQL, HTML, CSS, ASP.NET, Visual Studio, VS Code, Neovim, Git

PROJECTS

Space Crafters (C++, OpenGL)

- Developed a simplified UI for resources such as crafters, health bar, enemies
- Created a shooting sound for player's craft and enemies
- Added UI layers to enhanced the aesthetics of the game

Slack Clone (React, Asp.Net, SQL Server)

- Simplified Slack web app, including web page, database & server to process data
- Developed a dynamic UI to fetch data from server using Next.js
- Wrote a robust login and register with hashing for security

EDUCATION

Polytechnic University of the Philippines - Paranaque

Bachelor of Science in Computer Engineering (2023 - Present)