Marcus Victor Hilario

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EDUCATION

Albert Dorman Honors College at New Jersey Institute of Technology **Newark, NJ**

Bachelor of Science in Computer Science, Minor in Drones and Robotics (4.00/4.00 GPA) *Expected May 2028*

Scholarships/Awards: Full Tuition Honors Scholarship, NJIT Community Service Scholar of the Year
Relevant Coursework: Object Oriented Programming, Data Structures and Algorithms, Statistics, Linear Algebra, Internet Applications, Programming Language Concepts, AI-Assisted Software Engineering, CodePath (TIP, Web Dev)

TECHNICAL SKILLS

Languages: Python, Java, C/C++, Javascript, C#, HTML/CSS, SQL, PHP

Frameworks/Tools: React, Node.js, MATLAB, Scikit-learn, Arduino, Jupyter, MySQL, PostgreSQL, Git, REST API

Concepts: Fullstack, Frontend, Backend, Embedded Systems, Machine Learning

EXPERIENCE

NJIT CS100/CS113 Teaching Assistant | *Python, Java* *Sep 2025 - Present*

- Collaborating with course coordinators and university lecturers to implement lab activities for two sections of an Intro to Python class and an Object Oriented Programming class with 60+ combined students
- Delivering constructive feedback for improving coding fundamentals during class, office hours, and in course-wide Discord servers

Systems Administrator Intern (Software Focus) at Libra Law | *Network-Attached Storage* *May 2025 - Aug 2025*

- Deployed a NAS-based document management system (QNAP & Synology) enabling secure local/remote access to 1000+ confidential legal documents spanning 10+ years for a major Philippine law firm
- Designed a role-based access control (RBAC) model with project-specific user groups to speed up file retrieval time by ~80% for 30+ lawyers and 14+ clients and provided training to ensure full adoption
- Hardened system security with 2FA, region-based firewall, port closures, and full-disk encryption blocking over 99% of automated login attempts and mitigating data theft risks

Robotics Club Mentorship/Volunteering Manager | *Java, Drones, Leadership* *Dec 2024 - May 2025*

- Revived dormant STEM outreach program, expanding to 25+ active volunteers delivering daily K–12 mentorship to Newark schools
- Led lessons for 50+ K-12 students, teaching basic concepts in competitive robotics, drone handling, Java, WPILib framework, GitHub, and electrical wiring

PROJECTS

Blobtopia Social Media Site | *React, PostgreSQL, Supabase, HTML/CSS* *Jul 2025 - Aug 2025*

- Deployed a feature-complete social platform on a custom domain with responsive and animated UI
- Implemented secure user authentication, profile customization, and real-time posting/commenting
- Used PostgreSQL with Supabase RESTful API for secure, real-time data synchronization

SteamPunch: Motion-Detection Controller and Fighting Game | *C++, Arduino, Python* *Nov 2024*

- Collaborated with two colleagues to develop a motion-controlled fighting game in Pygame with a custom Arduino controller, integrating ultrasonic sensors and joystick input via serial communication
- Winning project in **HackNJIT 2024** (300+ in-person participants nationwide)

Bookstore Inventory Management System | *PHP, SQL, JavaScript, HTML/CSS* *Jan 2025 - May 2025*

- Built a scalable full-stack inventory management system for a fictional online bookstore
- Developed backend functionality with PHP and MySQL for real-time item tracking and secure authentication
- Enhanced front-end interactivity using AJAX and jQuery for seamless and dynamic browser experience

Awkward Cow: Platformer Browser Game | *JavaScript, GDevelop, itch.io* *Jul 2023 - Aug 2024*

- Developed and published a level-based platformer browser game using the GDevelop game engine
- Launched four different demos and provided continuous updates based on player feedback