

# MARK NOE FETERO

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## OBJECTIVE

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A dedicated and enthusiastic student with a strong passion for system development, I am eager to pursue a career in the technology industry where I can effectively utilize my acquired knowledge, gain hands-on experience, and continuously learn and expand my skill set while contributing to the industry and the success of an organization.

## EDUCATION

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<b>Bachelor of Science in Computer Science</b> Pamantasan ng Lungsod ng Maynila Dean's Lister (2020 - Present)	Expected 2024
<b>Senior High School</b> Adamson University	2018 - 2020
<b>Junior High School</b> Adamson University	2014 - 2018
<b>Elementary</b> Metropolitan Academy of Manila	2008 - 2014

## SKILLS

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- Computer Literacy
- Conceptual Thinking
- Verbal and Written Communication Skills
- Adaptability

## TECHNICAL SKILLS

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<b>Web Development</b>	HTML, CSS, Javascript, React
<b>Database</b>	SQL
<b>UI/UX</b>	Adobe Photoshop, Figma
<b>Development Tools</b>	Git, Postman
<b>Basic Programming Knowledge</b>	C, C++, Java, Python

## EXPERIENCE / PROJECTS

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<b>Online Hospital Appointment System</b>	<a href="#">🔗 /Online-Hospital-Appointment-System</a>
<ul style="list-style-type: none"><li>• Software Engineering Capstone</li><li>• Developed a web-based system for scheduling doctor appointments with SMS and email notifications.</li><li>• Project manager and support programmer who led the front-end development of the system using React.</li></ul>	
<b>Guessing Game</b>	<a href="#">🔗 /Hangman-Ballon</a>
<ul style="list-style-type: none"><li>• Compiler Design and Computational Science Project</li><li>• Developed a word-guessing game inspired by the movie "Up," where players suggest letters to identify a word.</li><li>• Took part in the development of the front-end by implementing pop-ups and audio sound effects.</li></ul>	