ROBERTO D. **PRINCIPIO** JR.

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EXPERIENCE

Software Engineering Intern   *Feb 2021 - Present*
Samex LLC   Troy, MI
○   Finished the full stack developer apprentice program covering all facets of web development: front-end, back-end, and database technologies
○   Built a webhook that handles different endpoints which integrates two existing systems for data collection and routing and personalizing offers based on geolocation using **PHP** and **MySQL**

Web Development Intern   *Jul - Aug 2020*
WeCodeucate   Chicago, IL
○   Designed and developed the website's landing page using **React** and did Search Engine Optimization

Web Development Intern   *Mar - May 2020*
University of the Philippines Resilience Institute   Quezon City
○   Worked on UP's COVID-19 Chatbot's decision trees using Chatfuel and Dialogflow

EDUCATION

University of the Philippines Diliman   Quezon City
Bachelor of Science in Computer Science   *Aug 2017 – Dec 2021 (Expected)*

SKILLS

Hard Skills
Languages (Python, HTML, CSS, JavaScript, PHP), Data Structures and Object-Oriented Design, Database Systems (MySQL), ORM (SQLAlchemy), Libraries/Frameworks (React, Bootstrap, Flask, Node.js, Express, Laravel), REST API, Version Control System (Git, GitHub)

Soft Skills
Creativity, Organization, Problem-solving, Strong Work Ethic

PROJECTS

GunitaHu (JavaScript, Express)
○   Undergraduate thesis, a WebVR application that provides personalized remote therapy connecting caregivers and dementia patients

StudyUP (Python, Flask)
○   A web application that aims to foster a collaborative learning environment for students including test simulation and discussion

Street Food Wars (Java)
○   A turn-based fighting game between the hero Kwek and the villain Isaw

Superhero Wiki (JavaScript, React, Express)
○   Wiki site of heroes and villains from comics and shows consumed from an external API

T3 (JavaScript, React, Express)
○   Real-time Multiplayer Tic-tac-toe game with chat functionality

ATLA Comic Scraper (Python)
○   scrapes an online comic book site for graphic novels then saves, compiles, and exports them to PDF using the Python libraries requests, Scrapy, Pillow, and FPDF