Lorenz Matthew Afable

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EDUCATION

University of the Philippines Los Baños

BS Computer Science AUGUST 2015 - JUNE 2019 **Honor:** Honor Roll

Relevant Courses: Object Oriented Programming, Web Programming, File Processing and Database Systems, Software Engineering, Data Structures, Data Communications and Networking

EXPERIENCE

Saperium

Software Engineer Intern JUNE 2018 - JULY 2018

- Designed and developed an in-house web application using the company's tech stack and coding practices.
- Participated in daily retrospective meetings as part of the software development process.
- Tech stack: AngularJS, ExpressJS, MySQL, Bootstrap, Jasmine, SocketIO

PROJECTS

KDC — Thesis/SP

Link: https://github.com/renzoafable/KDC

A Windows 10 desktop application used to compare live to recorded dance movements. This project was developed using C# and WPF for the user interface.

Personal Website v1 — Personal Project

Link: https://github.com/renzoafable/renzoafable.com

A static website developed using HTML, CSS and JavaScript. The frameworks used were Bootstrap 4 and jQuery. The website is currently hosted on Github pages (renzoafable.github.io/renzoafable.com).

Flirtly — Internship

Link: https://github.com/renzoafable/flirtly-client

An in-house dating web application that is similar to Tinder. This project was developed using Angular, Express, Node, MySQL and SocketIO.

N-Chants — Course Project

N-Chants is a desktop game used to solve the N-Chancellors problem. The game uses an iterative backtracking algorithm to solve for possible placements of the chancellors given an initial board configuration. This project was developed using Python with Pygame as the GUI module.

Wex — Course Project

Wex is a web-based trivia game developed for our Web Programming course. I developed the administrative side of the application. This project was developed using React, Redux, Express, Node and MongoDB.

Bluetag — Course Project

A retail shop monitoring system. This project was developed using React, Redux, Express, Node and MySQL.

easyFSR — Course Project

This project is a web application that manages the Faculty Service Records (FSR) of the UPLB-ICS faculty members. This project was developed using React, Redux, Express, Node and MySQL.

AWARDS

Game of Codes 2018 — 1st Place

ACM-ICPC-Style Competitive Programming Contest

Game of Codes 2019 — 2nd Place

ACM-ICPC-Style Competitive Programming Contest

TECHNOLOGIES

HTML, CSS, React, Angular, Node, Express, Python, C#, MySQL, MongoDB, Git

LEADERSHIP AND AFFILIATIONS

Young Software Engineers' Society

- Member of the Human Resources Department
- Finance Committee Head of the pen and paper programming contest named Get 1/4! 2017.