



# SERG MICHAEL N. APPARRI

Digital Artist/ UI Designer/Developer

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## Profile

*A passionate digital and traditional artist, web designer, and a dedicated computer science student. Love bringing creativity and technology together to craft engaging digital experiences.*

## Education

### COMPUTER SCIENCE

COLLEGE OF MARY IMMACULATE OF PANDI, BULACAN INC.

## Projects

### Role: Front-end/Backend

**POS (POINT OF SALE SYSTEM)** - system to streamline retail transactions and inventory management,

- inventory management system to track stock availability and order history.
- User-friendly interface using Python Tkinter
- Integrated inventory tracking to monitor stock levels in real time.

### Role: Front-end/backend

**Kotsi – Toy Car Sales System** - an e-commerce platform inspired by Hot Wheels that focuses on selling collectible toy cars to enthusiasts. Using **HTML, CSS, JavaScript, PHP, and MySQL**, it features an inventory management system for tracking stock levels and order history, as well as a user-friendly interface for seamless transactions.

### Role: UI Designer/Backend

**PIBAS Threads** - An API to manage threading mechanisms in applications, enabling concurrent processing, multi-user handling, and background operations. Built using **HTML, CSS, JavaScript, and MySQL**, the system includes features for thread creation, control, and monitoring, as well as functionalities for posting, commenting, and sharing.

### Vector Art

Created detailed vector illustrations of people, focusing on realistic features and proportions using tools like [Autodesk Sketchbook,Gimp and Infinite design].

Link: <https://sergaparri.github.io/PORTFOLIO/>

## Personal details

Date of birth

April 15, 2000

## Skills

Photoshop

Infinite design

PowerPoint

html/css

Gimp

JavaScript

M word

Python

Excel

Traditional and Digital art

Auto-desk Sketchbook

## Hobbies

■ Video Gaming

■ Drawing

■ Digital Art

■ Reading