

Ma. Jensen Nicole C. Dela Rosa

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A dedicated third-year computer engineering student with a passion for technology, have skills in programming, and collaborative problem-solving. Eager to adapt software development processes and looking to apply skills to real-world projects and make meaningful contributions to technological progress through continuous learning and teamwork.

Education

Polytechnic University of the Philippines - Sta. Mesa, Manila

2021 – Present

Bachelor of Science in Computer Engineering

- President's Lister
- Ranked 10th in Top Performing Students per year level of College of Engineering (Freshmen Year)

Technological Institute of the Philippines - Quezon City

2019 – 2021

Science, Technology, Engineering, and Mathematics (STEM)

- Graduated with High Honors
- 2nd Placer Physics Quiz Bee (2020)

Internship

Achieve Without Borders

August – October 2023

UHH Workspace 5544 Harrison St, cor Van Buren, St, Makati City

- **Quality Engineer**
 - Applied theoretical knowledge to real-world software development, proficiently creating test cases and executing both manual and automated testing for the HRIS and Payroll System
 - Applied principles of SDLC and Agile methodologies for systematic project management. Gained soft skills in communication, collaboration, adaptability, and critical thinking.

Technical Skills & Tools

- Knowledgeable in programming languages such as **Python, JavaScript, and Kotlin**, enabling the development of software.
- Proficient in making responsive interfaces using **HTML, CSS, and XML** for mobile development.
- Proficient in utilizing **Visual Studio IDE, Android Studio** for the development and debugging, Also, **Godot Engine** for game development.
- Experienced in **Agile Scrum** teamwork, ensuring the delivery of software solutions on time.
- Adept at employing **testing and debugging methodologies** to identify and rectify software and website errors.
- Knowledgeable in **UI/UX design** processes and wireframing through **Figma and Canva**.
- Proficient in collaborative version control using **Git, Github**
- Skilled in the use of the **Microsoft Office** (Word, Excel, PowerPoint) for Documentation, Presentations, and Data Analysis of Projects

Academic Projects

H2gether Mobile Application

Backend Developer, Frontend Developer, QA Tester, Team Leader

- Collaborated effectively as part of a 4-member team, prioritizing on-time project delivery and adhering to industry best practices.
- Able to create a water-intake tracker mobile application that has real-time reminders, and up-to-date weather information based on location using **Kotlin, Firebase, and Android Studio**.

Inay 2D Top-Down Game

Backend Developer, Frontend Developer

- Worked efficiently within a 4-member team, and successfully crafted an exciting game using the **Godot engine**.