Miguel Sadorra

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EDUCATION

Vrije Universiteit, Amsterdam
Bachelors in Computer Science
September 2021 - July 2024
Relevant Courses: Data Structures and Algorithm,
Object-Oriented Programming, Software Design

Ateneo de Manila University, Manila
BS Communications Technology Management
August 2015 - June 2016

TECHNICAL SKILLS

Programming Languages: Python, C++, Java, Scala, Matlab
Web Technologies: HTML/CSS, JavaScript
Databases: MySQL
Version Control: Git/Github

Content Creation: Adobe Photoshop, Lightroom, Premiere Pro, Final Cut X
Interests: Movies, Videogames, Sports
Language: English (TOEFL Score: 102)

WORK EXPERIENCE

Operations Manager, Caishen Travels and Events OPC (Philippines)
July 2019 - March 2021
- Led and supervised a team that successfully executed government events in the Philippines.
- Successfully organized Local Government events with a total delegation of 10,000 guests.
- Coordinated with various suppliers for materials needed for our events.

Creative Intern, SHIFT Interactive (Philippines)
July 2018 - August 2018
- Strategized and created digital content for companies that were published and implemented as part of the digital strategy of companies like Rebisco, Samsonite, and Rapide.
- Used platforms such as Adobe Photoshop and Adobe Lightroom to create content for companies' digital implementations.

PROGRAMMING PROJECTS

Personal Website
January 2024
- Created a fully responsive portfolio website for myself using HTML, CSS, and JavaScript.

JailBird
February 2023 - March 2023
- Created a Tamagotchi-like game with a difference of taking care of a prisoner instead of a pet.
- Created the game using Java with object-oriented programming in mind.

Crabada Analytics
August 2022
- Created a Python script to gather important NFT characteristics from an API.
- Used RESTful techniques to gather data from the API to create a local MySQL database.

Clothing Identification Application (Matlab)
December 2021
- Implemented a clothing identification application using MATLAB that identified pieces of clothing pointed toward the camera/sensor through the use of an Artificial Neural Network.

Snake and Tetris Game
September 2022 - October 2022
- Created a replica of the classic Snake and Tetris game using Scala while practicing Object-Oriented Programming.