




# Fernando Bagtas

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## EXPERIENCE

### 1881951 ALBERTA LTD. | CLEANER

September 2017 - Present

- Clean various office spaces in Calgary by:
  - Mopping and sweeping the floor
  - Dusting tables and shelves
  - Disposing of Garbage
- Inform the supervisor of completed tasks to confirm that all duties have been completed properly

## PROJECTS

### MAPLE MARIO | C#

November 2021 - January 2022

- Created a Mario-Inspired 2D platform game with emphasis on endless level generation. Built with the Unity engine and C#.

### HUMAN-COMPUTER INTERACTIONS PROJECTS | C#,

C++, JAVA

January 2020 - April 2020

- Designed four project prototypes that displays unique and creative ways to complete various tasks, whilst creating innovative ideas that can be used to improve daily tasks such as:
  - A device to distract and stop a dog from barking while also teaching them a trick
  - A fresh take on how to answer phone calls
  - Two unique methods to unlock your phone
  - A button to display the event that transformed Bruce Wayne into Batman

### 2016 VIDEO GAMES SALES VISUALIZATION |

JAVASCRIPT, CSS, HTML

September 2019 - December 2019

- Collaborated with two other students in a data visualization project to design an interactive parallel coordinates plot to display the different amount of sales in four separate regions of the world, as well as the total global sales, of some video game titles that were released as of 2016.

### CARD GAME STORE PROTOTYPE | JAVA, SQL

January 2019 - April 2019

- Developed a prototype database for a card game store utilizing Java and SQL

### TRIP PLANNER APP PROTOTYPE | C#

September 2018 - December 2018

- Collaborated with a group of four other students to create a prototype mobile app that will inform the user of various attractions in Calgary including, current and near future events. Built using Visual Studio and C#

## EDUCATION

### UNIVERSITY OF CALGARY

BACHELOR'S OF SCIENCE IN COMPUTER SCIENCE

September 2015 - February 2021

- Concentration in Human Computer Interactions
- Minor in Japanese

### SENSHU UNIVERSITY IKUTA CAMPUS

JAPANESE LANGUAGE IMMERSION

May 2019 - June 2019

## SKILLS

### LANGUAGES

English • Tagalog • Japanese

### PROGRAMMING

Proficient:

C# • Java • Python

Experienced:

C • C++ • SQL

Familiar:

L<sup>A</sup>T<sub>E</sub>X • JavaScript • CSS • HTML

### TOOLS/PLATFORMS

Git • Github • Linux • Unity  
Visual Studio + Code

## EXTRACURRICULAR

### PROGRAMMING CLUB

CLUB MEMBER

September 2018-December 2019

- Engaged in weekly challenges that involved solving programming tasks, with increasing difficulty after every correct solution

### JAPANESE CONVERSATION CLUB

CLUB MEMBER

September 2019 - April 2020

- Participated in weekly social gatherings to develop my Japanese language skills

### MCNALLY EYES HIGH FOUNDATION

PRESENTER

September 2016 - May 2019

- Collaborated with alumni of Bishop McNally High School to inform current students of the social and academic aspects of post-secondary school