



LLOYD NICOLAS

Software Developer

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ABOUT ME

Detail-oriented Software Developer and Linux Enthusiast with deep, practical experience daily driving and configuring Linux-based environments and server infrastructure. Passionate about building purposeful, dynamic applications with rich, handcrafted user experiences, high-performance architecture, and thoughtful human-centered design.

EDUCATION

2023 - 2026

Mapua University

Bachelor of Science in Computer Science

Expected Graduation: October 2026

EXPERIENCE

Personal Projects

- Personal Homepage (React.js / Svelte) — Developed responsive portfolio websites, integrating APIs and practicing state management. Improved UX/UI design and performance across versions.
- Flappy Bird Clone (Godot Engine, 2024) — Built a game with collision handling, mechanics, and UI design, replicating smooth gameplay.
- Power BI Visualization — Learned Power BI independently in one day, creating a professional data dashboard used for presentation during internship.
- Been Here Before (Godot Engine, 2025) — Inspired by The Exit 8, this 2D psychological horror title was created for a game jam, giving me valuable hands-on experience collaborating with a team to build an engaging game.

Application Developer (Voluntary Internship)

Binladin Contracting Group — 2025 (1 month)

- Assisted in requirements gathering, system design discussions, and workflow planning.
- Contributed to drafting technical specifications and prioritizing features.
- Collaborated with senior developers to improve application usability and functionality.
- Designed mockups and prototypes in Figma to support UI discussions and team presentations.

SKILLS

- Front-End: HTML, CSS, JavaScript, React.js, Svelte
- Design: UI/UX Design, Figma
- Tools & Platforms: Linux, Netlify, GitHub, Power BI
- Other: Troubleshooting, Game Development (Godot Engine)