

NEIL DAVID T. JUMAMIL

COMPUTER ENGINEERING STUDENT

Tagbilaran City, Bohol | +63 938 077 7433 | neildavidjumamil@gmail.com



Summary

Computer Engineering student with knowledge in software development and problem-solving. Passionate about learning new technologies and creating practical, efficient solutions. A fast learner with strong logical thinking, adaptability, and dedication to improving technical skills.

Projects

SMART CAR-PARK SYSTEM

Subject Requirement

A System that uses technology to manage parking spaces efficiently and guide drivers to available spots.

PCB-BASED ONLINE PAYMENT VERIFICATION DEVICE

Subject Requirement

An electronic system that uses a printed circuit board (PCB) and software to verify online payments in real time.

CAFÉ BARCODE SCANNER

Subject Requirement

Scans café products and stores billing data in a database system.

MACHINE VISION GAME: FISH HUNTER

Subject Requirement

A single-player game that uses palm hand movements to catch virtual fish targets.

PLANT IDENTIFIER

Subject Requirement

A mobile application that identifies plants and classifies them as edible, herbal, or harmful.

NUMERICAL METHODS CALCULATOR

Subject Requirement

A system that solves mathematical problems through numerical approximation methods.

Additional Experience

WATER LEVEL INDICATOR

Client: DCPNHS EIM Students

A system that detects and displays water level in a tank using Arduino and sensors.

SMOKE DETECTOR

Client: DCPNHS EIM Students

A system that detects smoke using sensors and activates an alarm through an Arduino microcontroller.

Education

UNIVERSITY OF BOHOL

2023 – Present

Bachelor of Science in Computer Engineering

Character Reference

ENGR. LIDUVINA L. NAMOCATCAT

Faculty, Computer Engineering

University of Bohol, Tagbilaran City

itsduvi@gmail.com

ENGR. VICTOR JOHN ANUNCIADO

Faculty, Computer Engineering

University of Bohol, Tagbilaran City

vjanunciado@gmail.com

ENGR. BENJIE S. JUABOT

IT Support, Sagility

University of Bohol, Tagbilaran City

benjiejuabot14@gmail.com