Hazel Avila

Software Developer

+45 71 78 06 51 | hazavi03@gmail.com | hazavi.me | github.com/hazavi

PROFILE

I build tools and apps that make life a little easier, for me and for anyone who uses them. I like building things I'd actually use myself, and I love it when other people find them useful too. I recently completed my programmer education at TEC (Technical Education Copenhagen). I work mainly with C#/.NET and TypeScript and have built websites, desktop apps and games. I also enjoy designing how an app looks and feels. I care about clear layouts, easy navigation and user experience (UI/UX). I'm looking for a Software Developer role where I can keep building useful things and learn from my colleagues.

TECHNICAL SKILLS

Programming languages: C#, TypeScript, JavaScript, Python

Web and APIs: .NET, ASP.NET Core, REST API, JWT, FastAPI

Databases: SQL, Microsoft SQL Server (MSSQL), PostgreSQL, SQLite, Firebase

Frontend and tools: Angular, Vue 3, Next.js, React, Tailwind CSS, Git, Visual Studio, VS Code, Unity, Godot

SELECTED PROJECTS

IPTVio — Oct. 2026

github.com/hazavi/IPTVio

Vue 3, TypeScript, Vite, Pinia, Tailwind CSS, hls.js, IndexedDB

- Built a web player for free live TV with country selection, search and favourite channels. Saved channel data in the browser and added light and dark themes. Adapted the layout and navigation for both phones and computers.

Konvrt — Feb. 2026

github.com/hazavi/Konvrt

Astro, Electron, JavaScript, FFmpeg, Sharp, MuPDF, yt-dlp

- Built an app to convert files, make them smaller and download video and audio. It handles video, audio, images and PDFs on the user's computer. Organised the interface into clear tabs and used Astro, Electron, FFmpeg and yt-dlp.

Aniways — Jan. 2026

github.com/hazavi/aniways

Next.js, React, TypeScript, Tailwind CSS, Python/FastAPI, SQLite, SQLAlchemy, Electron

- Built an anime app with search, login and personal lists. Users can continue watching from where they stopped. Built the interface with Next.js, React and Tailwind CSS, saved user data in SQLite and used Electron for a desktop version.

Bioma — Dec. 2024

github.com/hazavi/Cinema

Angular, TypeScript, C#, ASP.NET Core, REST API, JWT, Azure SQL

- Built a website where users can view film information. Added pages to create, edit and delete films, users and screening times. Used Angular and C#/ASP.NET Core, with login and separate pages for administration.

EXPERIENCE

TEC Training Centre, Hvidovre — July 2022 to Jan. 2026

- Built a 2D platform game in Unity as part of the Arcade.io project. Also worked on the Android design. The project was made for both web and mobile.
- Worked with C#/.NET and TypeScript during school-based training. Used programming to solve practical tasks and build software through project work.
- Built Blaster Force, a top-down shooter in Godot, during school-based training. Gained more game development experience alongside my work with Unity, C#/.NET and TypeScript.

TekX | Intern — Oct. 2018

- Built and programmed a robot with LEGO parts during my internship at TekX. Also made 3D models in CAD so the parts could be produced with a 3D printer.

EDUCATION

Data Technician, specialising in Programming | TEC, Ballerup — Aug. 2021 to Sep. 2026

- Completed the qualification and final practical exam in September 2026. Finished foundation courses GF1 and GF2 and main training stages 1 to 5. Worked with programming, websites and databases in school projects.

LANGUAGES

Danish: conversational | English: conversational | Filipino: native