

# Ronald Corona

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## EXPERIENCE

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### Global Fire Safety Inc.

December 2024 – Present

#### Lead Software Engineer

- Working on a dual-app SaaS MVP connecting restaurants with certified technicians, featuring real-time dispatch, tracking, and push notifications.
- Developed a script that automatically corrected 95%+ of misentered addresses in QuickBooks, reducing manual cleanup work.
- Developed a remote workforce monitoring tool to track system activity and improve visibility into employee performance.
- Built and deployed the company website to establish online presence and funnel leads to internal dispatch system.

### Noodlesynth

February 2023 – December 2024

#### Founding Software Engineer

- Implemented recursive graph architecture with Modules, nodes whose internal structure is itself a graph.
- Designed extensible node registry – new node types auto-validated via TypeScript's type constraints; includes both native Web Audio nodes and custom DSP nodes.
- Implemented transactional undo/redo; composite commands enable atomic multi-node refactors and complex keyboard shortcuts.
- Led an in-flight core refactor to introduce multi-output node ports and SVG-based graph rendering for zoom, clarity, and performance.
- Built shareable patch system, integrated custom piano-roll editor, and automated cross-platform packaging for public release.

### Anthropocene Motors

August 2022 – February 2023

#### Embedded Software Consultant (Contract)

- Developed firmware and control algorithms for a brushless motor, increasing RPM fivefold and enabling EV prototype validation.
- Repaired and tested various motor driver circuits and configurations
- Built an automatic coil-winding machine to accelerate motor prototyping.

### Volley

November 2021 – August 2022

#### Senior Software Engineer

- Built libraries, tooling, and infrastructure for Alexa and Google Assistant voice games, including analytics and consent plugins.
- Rewrote Find My Phone for Amazon Alexa, reducing average dialogue time by 9%.
- Isolated and fixed a low-frequency crash in the shared runtime, reducing recurring production outages.
- Designed and shipped an original turn-based Alexa voice game.

## PROJECTS

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### bloodblaze

Engineered multiplayer networking and client prediction systems for a sandbox shooter supporting both mobile and desktop, focusing on practical netcode design under high latency. Built with three.js and websockets.

# lambdacalceval

Built an interactive lambda calculus evaluator along with a reduction step viewer that highlights each active subexpression. Available at [lambdacalceval.ronaldmcorona.vercel.app](https://lambdacalceval.ronaldmcorona.vercel.app).

## codewars

Author of 20 original Codewars challenges (14K+ completions); top 0.02% user. Profile: [codewars.com/users/JomoPipi](https://codewars.com/users/JomoPipi).

## SKILLS

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### PROGRAMMING LANGUAGES

JavaScript TypeScript Python Java  
C Bash Dart

### WEB TECHNOLOGIES

HTML CSS/SCSS React Svelte  
Three.js Web Audio

### PLATFORMS & TOOLS

Node.js Electron Arduino Linux  
Flutter ESP32 PostgreSQL

### CLOUD & DEVOPS

AWS GCP Firebase Supabase  
Docker Vercel

### EMERGING TECH

IoT Robotics

### MISC & HOBBY

Skateboarding Welding DIY