

KRIZTOPER D. URMENETA

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WORK EXPERIENCE

ORANGE AND BRONZE SOFTWARE LABS, INC.

Associate Java Enterprise Engineer

Makati City, Metro Manila

Feb 2020 - Present

- Optimized features with query run-time usually from ~1 min to 3-4 sec.
- Prevented 2 attempted exploits to the server by alerting the team of the vulnerabilities.

PRIMARY SOFTWARE DEVELOPMENT CORP

Research and Development Intern

Cebu City, Cebu

Jun 2017 - Jul 2017

- Demonstrated a framework with 2 other tools the developers applied to rapid application development.
- Developed prototypes and 1 major application using the framework with teammates.

SKILLS

(Development): Ruby, Ruby on Rails, PHP, Laravel, Java, J2EE, Spring Boot, Javascript, VueJS, HTML, CSS

(Databases): Oracle PL/SQL, MySQL, PostgreSQL **(Cloud):** AWS, Amazon EC2, Amazon S3, Amazon RDS

(Persistence): EclipseLink, JPA, Hibernate **(Testing):** JUnit, Cucumber, Capybara

(OS): Ubuntu Linux/Unix, Windows **(SDLC):** OOP, REST, JSON, Microservices, UML, Agile, Jira, Confluence

(Server): Weblogic, Tomcat **(DevOps):** Git, Maven, Jenkins, SonarQube, Bitbucket, Github, Gitlab

EDUCATION

UNIVERSITY OF THE PHILIPPINES VISAYAS TACLOBAN COLLEGE

Bachelor of Science in Computer Science

Tacloban City, Leyte

Aug 2014 - Jun 2019

Relevant Coursework: Software Engineering; Databases; Algorithms; Data Structures; Operating Systems

CERTIFICATIONS AND TRAININGS

Philippine National IT Standards Level 2 FE(Fundamental IT Engineers) Certification Exam

<https://www.philnits.org/passers201510.html#Oct2017FE>

Oct 2017

- A government-certified IT fundamentals exam based on Japan's biggest IT engineers standard exam.

Combined Spring and JPA/Hibernate Training

<https://kriztoper.github.io/assets/img/OnB-CSJHT-certificate.png>

Dec 1-4, 7, 2020

- Hands-on training on Spring framework including Spring Boot and data persistence frameworks.

PROJECTS

Projects Profile: github.com/kriztoper gitlab.com/krizzy bitbucket.org/Kriztoper_Urmeneta

UPVTC Sports Equipment Inventory System (UPVTC SEIS)

Java, JDBC, MySQL

- Spearheaded the project with a team of 1 designer and 2 developers.
- Implemented reporting tools for displaying reports of the program after every 1 or 2 months.

Connect 4 vs AI Game

Java

- Created a normal AI which can beat an average player by at least 20 over 50 games.
- Decreased the number of moves evaluated by over 30% through alpha-beta pruning.

CPU and Disk Scheduling Algorithm Visualization

Java, JavaFX

- Prevented deadlocks by ~90% in the allocation of CPU memory.
- Initiated real-time visualizations with near 0 delays on all windows.

Image Compression using Huffman Coding

Java

- Performed compression on grayscale images by ~20% through converting pixel frequency to bit strings.
- Optimized the whole compression process down to <2 seconds by using hashing techniques.

Foodesire Web App (<https://foodesire.herokuapp.com>)

Ruby on Rails, PostgreSQL

- Expanded the publicity by ~20% by adding a Facebook sharer feature.
- Launched the asynchronous update of all user interfaces in real-time with <1 sec. delay.

Open House (locally-served web app with forums, flash games, and video services)

Laravel, VueJS

- Created real-time search and filter features.
- Partnered with the designer and designed the forum layouts and website theme.