Renier Antonio

Rosario, 1609 Pasig
+63-976-102-8793
renier.antonio.work@gmail.com
https://m4rm3ladov.github.io/personal-portfolio/

Profile Summary

Knowledgeable in Java, C#, VB, PHP, Ruby, Javascript, and network management. Web, mobile and game developer who is eager to embrace emerging technologies.

Education

Western Mindanao State University
BSIT
2015 - 2021

DOST SEI Scholar
2015 - 2021

Work Experience

KODACAMP BOOTCAMP
Jr. Software Engineer
Sept - Dec 2024

- Built a web based lottery system using Ruby on rails, Bootstrap, Docker, Git and Github.

Sykes Asia (Makati)
Technical Support
October 2022 - April 2023

- Provided business outsourced back office support towards a telecommunication company.

Projects Summary

Raffle System
KODACAMP BOOTCAMP

- Tested out modules for the software system.
- Built project using Ruby on Rails in the back-end and Bootstrap and Stimulus JS in the front-end.
- Utilized Docker for cross-platform development.
- Git as version control and Github for the repository.

Point of Sale and Inventory System
Software Engineering

- Tested out modules for the software system.
- Designed the database and programmed the software system functionalities.
- Built project using Windows Forms UI framework, VB.Net and MySQL.
- Git as version control and Github for the repository.

Hygiene Mobile Game
Freelance

- Tested modules for the software system project.
- Designed and programmed the mobile game for children to learn proper hygiene.
- Built project using Unity engine and C#.
- Created game assets using Inkscape.
- Git as version control and Github for the repository.

Tutor Finding Application
Capstone

- Tested modules for the software system project.
- Designed the database and programmed the software system functionalities.
- Built project using Android Studio, Java and Firebase Realtime Database.
- Git as version control and Github for the repository.

Technical Skills

Desktop Enterprise Development: VB.Net (WinForms), VB6.

Mobile Development: Android (Java), Flutter (Dart)

Web Development: HTML, CSS, LESS, Tailwind CSS, Bootstrap, and Javascript, JQuery for front-end. PHP, Codeigniter, Laravel, and Ruby on Rails for back-end.

Game Development: Unity Engine and C#.

Database: MariaDB, SQLite and Firebase Realtime database.

Version Control and Repository: Git bash and Github.

Operating System: Windows, Mac OS, Linux (Ubuntu).

Network: Basic configuration and troubleshooting.

Other Development Tools: Docker, Postman, VS Code, Visual Studio, RubyMine, Android Studio, Eclipse, SQLyog, DataGrip, and Trello.

Character Reference

Available upon request.