Ray Angelo Laciste

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WORK EXPERIENCE

Software Engineer

The Studio 26   September 2024 - May 2025

- Designed and developed full-stack **MERN** (**MongoDB**, **Express.js**, **React**, **Node.js**) web application with a centralized management system to reduce complexity in the company's internal tooling.
- Implemented POS payment processing and domestic shipping integration using **Stripe** and **Shippo** to add an online storefront to the company, eliminating the need for shopify and cutting operational costs by 20%.
- Using **MongoDB** and **Amazon S3**, implemented a scalable storage solution to manage product information to improve user experience and cut running costs.
- Developed and executed automated test suites using **Mocha** and **Jest** to validate payment processing and database operations to ensure transaction reliability, increasing code coverage by 40%.

IT Engineer Internship

World Relief   May 2025 - July2025

- Configured and deployed employee workstations, including software installation, user account setup, and peripheral connections and maintained inventory of IT equipment and prepared devices for company usage.
- Assisted with network setup and hardware issues, ensuring minimal downtime for end-users.

Software Engineering Tutor

Hackingtons   Since August 2025

- Mentored groups of up to 20 students using languages such as **HTML/CSS, Python**, **JavaScript** and **C#** to create various projects such as 2D/3D platformers and web applications integrated with RESTful APIs.
- Taught lesson plans on core programming fundamentals in logic, data structures, and algorithms.

PROJECTS

Animal Royale: Multiplayer Game - UDP Networking, TAGE Engine Physics Programming

- Developed real-time multiplayer infrastructure supporting up to 8 concurrent players using a modified TAGE Engine build with custom **UDP** server implementation to enable low-latency combat player interactions.
- Implemented physics system with collision detection and projectile trajectories that works in conjunction with the network, ensuring accurate synchronization between client and server.

Note-Blocks: Collaborative Editor - Next.js, React, Tailwind

- Developed a real-time synchronized database using **Convex** for minimal-latency collaborative editing, featuring nested documents, search functionality, and file operations (upload/delete/replace)
- Implemented Notion-style block editing with drag-and-drop organization and rich formatting capabilities giving end-users an intuitive experience
- Integrated authentication with **Clerk**, soft-delete document recovery, and a fully responsive mobile/desktop interface for better end-user experience and convenience.

EDUCATION

California State University, Sacramento   *Sacramento, California*

B.S. in Computer Science | Dean's Honor List   Graduated May 2025

- **Coursework:** Advanced Data Structure and Algorithm Design, Analysis and Pragmatics, Database Management, Computer Networking, Computational Biology, Graphics and Shader Programming, Operating Systems, Discrete Mathematics

SKILLS

Languages: Python, Java, C, C++, R, JavaScript, HTML/CSS, SQL

Frameworks/ Tools: React, Express.js, Node.js, Git/GitHub, Bash, Docker, MongoDB, Agile, Scrum