RICA MAE AVERION



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SOFTWARE ENGINEER

I'm a Software Engineer based in Melbourne, Australia, with a background in Web and Mobile Apps Development, and familiarity with Games Development. While I'm particularly passionate about UI/UX Design and Development, my experience with various tools and languages allows me to be a flexible developer, adapting to different projects and stacks. I'm a team worker, problem solver, and well-organised professional with an attention to detail and an appetite for learning. I have studied a Bachelor of IT at Academy of Interactive Technology, graduating in 2022 with academic excellence.

Profile overview:

- Previous experience working on web and mobile app front-ends using JS/TS and React, with familiarity in games development using C# and Unity.
- Keen eye for UI/UX development, with hands-on experience in UI/UX design.
- Familiarity with back-end and cloud technologies such as Node/Express and AWS.
- Demonstrated ability to quickly gain new skills and knowledge, with a strong enthusiasm for continuous learning and growth.
- Proven ability to work in collaborative team environments, closely working with other technical and non-technical professionals, such as back-end developers, product managers, and designers.
- Strong organisational and time management skills.
- Flexible, observant, and attentive to details, able to work in fast-paced environments while respecting project requirements and deadlines.

TECHNICAL SKILLS

- Languages: TypeScript, JavaScript, HTML & CSS, C#
- Libraries: React, React Native
- IDEs: Visual Studio Code, Visual Studio, Android Studio, Xcode
- Game dev: Unity Game Engine
- Design: Figma, Adobe XD, Photoshop, Illustrator, Affinity Designer
- Other: Git, Firebase, AWS, SQL, Node JS, Express, Netlify

QUALIFICATIONS & CERTIFICATIONS

Bachelor of Information Technology, Academy of Interactive Technology (AIT), 2022

Diploma of Information Technology, Academies Australasia Polytechnic (AApoly), 2019

Prince2 Foundation, 2019

EMPLOYMENT HISTORY

Front-End Software Engineer (Full-time)

Play Today, Australia 2023 – 2024

A sports technology startup specialising in developing golf-focused software products, including a golf scoring app, a virtual reality metaverse, and an Al-powered golf chatbot. Key responsibilities:

- Web, mobile app and game front-end development and UI/UX design and development
- Developed and maintained components based on given designs or self-designed concepts
- Worked collaboratively in a team with developers, designers and non-technical members to troubleshoot issues, brainstorm ideas and bring concepts into life
- Conducted comprehensive testing to ensure consistent functionality and UI/UX and managed deployment of version releases
- Ability to transition between the various projects of a startup company, adapting to new challenges and technologies based on requirements
- Frameworks and languages: React, React Native, JavaScript/TypeScript, Unity, C#, Firebase, AWS

React Native Developer (Internship)

2022

Mirk, Australia

- Mobile app Front-End and UI/UX development using React Native and TypeScript
- Updated and refined app components, aligning them with design guidelines and user feedback
- Optimised UI/UX design and code for consistency and styling convention
- Contributed to creative ideation process and created prototypes for app functionality ideas

References provided on request.

RECENT PROJECTS

Play Today Al Project – Lead front-end developer and designer | Web project

An interactive Al-powered chatbot who is an expert on golf rules and can answer any golf related question. This chatbot also includes voice input and output, and customisation options for a more enriching experience.

Play Today Metaverse – *Game developer and UI/UX designer and developer | WebGL & mobile project*An open world 3D space tailored to golf enthusiasts where users can interact, socialise, and engage in various activities. It includes hundreds of content panels, competitive minigames and partner brand activations.

Play Today Golf Scoring App – *Front-end developer* | *Mobile app project*

A mobile app that provides golfers with intuitive digital scoring for competitions, live leaderboards, GPS tracking during a game, profile customisations, collectibles and more.

Scusa Mi! App – Lead developer & designer | Mobile app project

Mobile app prototype for a popular local Italian restaurant integrating a variety of functions, including browsing the menu, placing and customising orders, making reservations and creating an account.

My Portfolio Website: https://ricamaeaverion.netlify.app/