


RICA MAE AVERION

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FRONT-END SOFTWARE ENGINEER

I'm a Front-End Software Engineer with experience in Web, Mobile Apps and Games Development and UI/UX Design and Development. Having worked with a variety of tools and languages I'm a flexible developer with the ability to adapt between different projects. Team worker, problem solver and well-organised, with an attention to detail and an appetite for learning. I have studied a Bachelor of IT at Academy of Interactive Technology, graduated with academic excellence.

Profile overview:

- Experience in working on web, cross-platform mobile apps and game projects using a variety of languages and tools, both individually and in a team.
- Fast learner and willingness to learn, which have helped me succeed academically.
- High organisational skills and time management.
- Flexible and multitasking, able to work in fast-paced environments.
- Observant and attentive to details, with respect to project requirements and deadlines.
- Language proficiency: English, Italian and Filipino.

TECHNICAL SKILLS

- Languages: JavaScript, TypeScript, HTML & CSS, C#
- Frameworks & libraries: React, React Native, Node JS, Bootstrap
- IDEs: Visual Studio Code, Visual Studio, Android Studio, Xcode
- Game engine: Unity
- Backend: Firebase, MySQL
- Design: Figma, Adobe XD, Photoshop, Illustrator

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 company that specialises in developing software products for the golf industry, including a golf scoring app, a virtual reality Metaverse, and an AI 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

React Native Developer (Internship)

2022

Mirk, Australia

- Mobile app Front-End and UI/UX development using React Native and TypeScript
- Updating and refining app components, aligning them with design guidelines and user feedback
- Optimising UI/UX design and code for consistency and styling convention
- Contributing to creative ideation process and creating prototypes for app functionality ideas

References provided on request.

PROJECTS

CURRENT PROJECTS:

Play Today AI Project – *Lead designer and front-end developer*

An AI powered chatbot that is an expert on golf rules and everything golf related. There are thousands of official rules in golf, and the goal of this AI assistant is to easily provide information to users' queries. The chatbot also includes voice input and output and customisations for a more enriching experience.

Play Today Metaverse – *Game developer and UI/UX designer and developer*

3D virtual shared spaces tailored to golf enthusiasts where users can interact, socialise, and engage in various activities. There are different islands with many content panels that users can explore with their avatars, as well as competitive minigames and partner brand activations.

Play Today Golf Scoring App – *Front-end mobile app developer*

A cross-platform mobile application that provides golfers with intuitive digital scoring and accurate GPS tracking during a game played alone or with friends. It also has live leaderboards, profile customisations, collectibles and a digital wallet that integrate blockchain technology.

OTHER PROJECTS:

Scusa Mi! Italiano: Mobile app prototype designed and developed by me with React Native and TypeScript 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.

TechConnect: Academic React web project developed in a small team for a business idea that provides tech related tutoring services to users. I worked as the lead front-end developer and designer.

MyStory: Academic Android app project developed with Android Studio and Java: a journal keeping app where users can write daily entries, add images and keep track of their locations.

Artic: Academic iOS app project developed with Xcode and Obj C: a social media app for artists where users can share media, like and comment on posts, and follow other artists.

OTHER WORK EXPERIENCE

Scusa Mi! Italiano, Australia (*Floor Staff & Waitress, 2021 – 2022*)

Huxtaburger, Australia (*Team Member, 2020 – 2021*)

NextTech Institute of Australia, Australia (*Administration Support Officer, 2019 – 2020*)

Relevant skills: Teamwork, effective communication, ability to work fast-paced environment, task, time and stress management, adaptability, multitasking, attention to detail, problem solving.