Address
109 du Manoir, Léry
Québéc, Canada

Telephone
514-691-0741

Mail
ricardo.liganor@
hotmail.com

Websites
iricardo.com
linkedIn.com/in/
Ricardo-Liganor
github.com/Ricklig
ricklig.itch.io
devpost.com/Ricklig

Programming
C/C++
C#
Java
Python
PHP
HTML/CSS/jQuery
JS/NodeJS

Databases
MongoDB
MySQL
FireBase
AWS

Frameworks
OpenGL
Unity
PixiJS
React

Applications
Git/Github
Android Studio
Unreal Engine
Visual Studio
Docker
Tracis CI
Jenkins

RicardoLiganor

Software Engineering Student

Education

2013 - 2019 **Bachelor's Degree in Software Engineering** — Concordia University
- 2013-2014 Computer Science
- 2014-2018 Software Engineering
- Engineering Games Delegate

2011-2013 **Diplôme d'Études Collégiales (DEC)** — Marianopolis College
- Social Sciences Degree in Commerce

2011 **Diplôme d'Études Secondaires** — College International Marie de France

Experience

08/14 - 01/15 **Junior IS Analyst - Internship** — ABB
- Co-developed core application with team using agile methodology
- Managed system maintenance to roll out scheduled updates
- Performing company wide presentations in both English and French on Application migration
- Improved support ticket wait time through filter system
- Coordinated with internal support team to better deliver service to North American employees

11/16 - Now **Information Technology System Specialist** — Clinique 1037

11/12 - Now **Sales Associate** — Walmart Canada - OSL Retail Services

GameJams

2018 **McGame Jam 2018 - Battle Bard** — JavaScript, PixiJS, Docker
- Rhythm and action crossover web game, developed using PixiJS in 48 hours
- Created multiple levels with corresponding bosses and music
- Created a fun menu system to transition between levels using a dungeon crawler style world
- Proceduraly generated world gives players a different map, and challenge every game
- Team lead of seven members, with all music and graphics created in-house
- Used industry tools to create and develop the game

2018 **Concordia Makes Games - Llama Trauma** — C#, Unity, Visual Studio
- Co-designer and developer to create a game within 24 hours
- Created and prototypes a working platformer level complete with multiple challenges for players
- Created controls that work for single player and multiplayer CO-OP
- Co-team lead of 3 members, with all music and animations created in-house
- Game made using Unity and scripting all player interactions and physics using Visual Studio to create C# Scripts

OS Experience

Windows ★★★★★
MacOS ★★★★★
Linux ★★★★☆

Languages

English ★★★★★
French ★★★★★
Japanese ★☆☆☆☆

Hackathons

2017 **Yale Hack Challenge Winner** Python, MongoDB, HTML, CSS
- FINRA YHacks challenge winner
- Designed and implemented a system that creates an interaction diagram between core subsets of data

2018 **ConUHacksIII** Twilio, IBM Watson AI, Python, React
- Virtual walk-in clinic through standard SMS messages via Twilio API
- Watson triage and saves information to Firebase
- Doctor can answer through a web browser interface that sends a text message containing diagnoses back to user

Software Projects

2018 **Escape the Room, Survival Game** C++, Unreal Engine
- Using the Unreal Engine to create and develop a interactive and immersive game
- Using C++ to compliment the functions of actors in the game world

2018 **Wikipedia Mobile App** Java
- Understanding, testing and modifying large pre-existing application
- Implementing new features, and debugging old code

2017 **Ultimate Car Game** C++, OpenGL
- Interactive car game created using C++ and OpenGL engine
- Gameplay features interactive play, dynamic lighting including shadows, music, highscores, and much more

2017 **Ubisoft Technical Challenge - 2nd Place** Python
- Developed a translation algorithm that allows in game subtitles to be translated to other languages
- Implementation was successful for multiple different languages.

2017 **Online Electronics Store Marketplace** Javascript, SQL, HTML, CSS
- Online test marketplace created using client server architecture
- Uses a dynamic user and inventory databases, with serializable entries for products

2016 **Dungeons and Dragons Game** C++
- Fully working Dungeons and Dragons console game, including player creation, map creation, and gameplay
- Gameplay features enemy AI, save files, stats, and a leveling system

2016 **Concordia Schedule Builder** PHP, Javascript, SQL, HTML, CSS
- Builds Concordia Software Engineering schedule based on course sequence, courses taken and courses offered
- User can view details, and manually change anything to create real concordia schedules

2014 **Spartan Race Game** Java
- Multiplayer board game style console application
- Game features gameboard and multiple playable characters

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