

Address
109 du Manoir, Léry
Québec, Canada

Telephone
514-691-0741

Mail
ricardo.liganor@
hotmail.com

Linkedin & Git
linkedin.com/in/
Ricardo-Liganor
github.com/Ricklig
devpost.com/Ricklig

Ricardo Liganor

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

Programming

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

- 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

Databases

MongoDB
MySQL
FireBase
AWS

- 11/16 - Now **Information Technology System Specialist** [Clinique 1037](#)
- Provide technical support to clinic computers, applications, and servers
- Perform remotely and on site maintenance of mission critical components
- Implemented software that centralized critical data for sales team
- Working with third party technical specialists
- Enhanced business continuity by scheduling core system backups

Frameworks

OpenGL
Unity
PixiJS
React

- 11/12 - Now **Sales Associate** [Walmart Canada - OSL Retail Services](#)
- Walmart Canada, Chateauguay, Québec (11/12 - 08/14)
- Walmart Canada, Laval, Québec (08/16 - 06/17)
- OSL Retail Services Wireless Sales Associate, Laval, Québec (06/17 - Present)

GameJams

Applications

Git/Github
Android Studio
Unreal Engine
Visual Studio
Docker
Travis CI
Jenkins

- 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
- Procedurally 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

OS Experience

Windows ★★★★★

MacOS ★★★★★

Linux ★★★★★★

Languages

English ★★★★★

French ★★★★★

Hackathons

- | | | |
|------|--|--|
| 2017 | Yale Hack Challenge Winner
- FINRA YHacks challenge winner
- Designed and implemented a system that creates an interaction diagram between core subsets of data | Python, MongoDB, HTML, CSS |
| 2018 | ConUHacksIII
- 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 | Twilio, IBM Watson AI, Python, React |

Software Projects

- | | | |
|------|---|---|
| 2018 | Escape the Room, Survival Game
- 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 | C++, Unreal Engine |
| 2018 | Wikipedia Mobile App
- Understanding, testing and modifying large pre-existing application
- Implementing new features, and debugging old code | Java |
| 2017 | Ultimate Car Game
- Interactive car game created using C++ and OpenGL engine
- Gameplay features interactive play, dynamic lighting including shadows, music, highscores, and much more | C++, OpenGL |
| 2017 | Ubisoft Technical Challenge - 2nd Place
- Developed a translation algorithm that allows in game subtitles to be translated to other languages
- Implementation was successful for multiple different languages. | Python |
| 2017 | Online Electronics Store Marketplace
- Online test marketplace created using client server architecture
- Uses a dynamic user and inventory databases, with serializable entries for products | Javascript, SQL, HTML, CSS |
| 2016 | Dungeons and Dragons Game
- 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 | C++ |
| 2016 | Concordia Schedule Builder
- 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 | PHP, Javascript, SQL, HTML, CSS |
| 2014 | Spartan Race Game
- Multiplayer board game style console application
- Game features gameboard and multiple playable characters | Java |

Ricardo Liganor