

# Ray Cielo Briones

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## EDUCATION

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**Cavite State University - Main Campus | Indang, Cavite**

**Sept. 2023 - Jun. 2027 (Expected)**

*Bachelor of Science in Computer Science*

- **Courses:** Computer Programming, Discrete Mathematics, Web Systems and Technologies, Advance Database Management, Data Structures and Algorithms, Fundamentals of Information Systems, Data Logic Design, Information Management, Software Engineering
- **Honors:** Deans Lister (Every Semester)

## TECHNICAL SKILLS

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**Languages (ordered by proficiency):** Python, Javascript, Typescript, C++, Java, C, Move

**Tools and Frameworks:** React, React Native, Next.js, Node.js, Docker, Redis, Prisma, Tailwind CSS, Flask

## RELEVANT EXPERIENCE

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**Eskwelabs | Remote**

**Oct. 2025 - Present**

*Automation Engineer Intern*

- Collaborating with a cross-functional team, including a workflow architect, to develop and implement automation workflows using **n8n**.
- Assisting in transforming project architecture designs into functional automation pipelines that streamline internal processes.
- Configuring and integrating various APIs, triggers, and nodes within **n8n** to enhance data flow and task efficiency.
- Testing, debugging, and refining workflows to ensure stability, scalability, and accurate data processing.
- Contributing to documentation and providing feedback on workflow performance and optimization.

**GrabEat | OOP Project**

**Jan. 2025**

*Full-Stack Developer*

- Developed a **mobile application** about a food delivery application that is focused on local restaurants and reaching rural areas using **React Native**, implementing the backend with **Object-Oriented Programming (OOP)** principles such as **classes, inheritance, abstraction, and encapsulation**.
- Collaborated with a **UI/UX designer** and **technical writer** to create the application prototype and comprehensive project documentation.
- Focused on writing **modular and maintainable code**, ensuring scalability and clarity in the system's structure.

**Automated Attendance System | Capstone Project**

**Feb. 2023 - May 2023**

*Embedded System Programmer*

- Developed an **automated attendance system** using **RFID technology** powered by an **Arduino Uno** microcontroller.
- Programmed the system in **C++** using the **Arduino IDE**, enabling automatic student identification and attendance logging.
- Collaborated with a **cross-functional team**, including an embedded engineer responsible for hardware design and integration.
- Focused on **hardware-software integration**, optimizing system accuracy and real-time data processing for reliable performance.

## PROJECTS

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### AI Voice Assistant | *Personal Project*

Oct. 2024

- Developed a **voice-enabled AI web application** powered by **Google Gemini Flash 2.5 Pro**, enabling users to **converse with the AI through speech** and receive both **voice and text responses**.
- Implemented the **frontend using HTML and CSS** for a clean and minimal interface.
- Built the **backend with Node.js**, handling real-time speech recognition, API integration, and response synthesis for an interactive conversational experience.

### NFT Minting App | *Personal Project*

May 2025

- Developed an **NFT minting application** within the **Aptos ecosystem** as part of a **cohort-based learning program** at *The Blokc*.
- Integrated **Petra Wallet** authentication to enable users to securely **mint NFTs directly on-chain**.
- Built the **frontend with React**, ensuring a clean and intuitive user interface.
- Designed and deployed the **smart contract using Move**, leveraging Aptos' blockchain infrastructure for efficient and secure minting.

## CERTIFICATIONS & BADGES

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### OPSWAT Academy | Critical Infrastructure Protection

Mar. 2025 - Mar. 2026

- Gained foundational knowledge of critical infrastructure protection (CIP) concepts.
- Learned how to identify critical networks and understand OPSWAT certification requirements.
- Navigated and utilized the OPSWAT Academy platform and certification structure.

### Google Cloud Skill Badge | Implement Load Balancing on Compute Engine

Mar. 23 2025

- Demonstrated skills in configuring load balancing and managing Compute Engine instances.
- Deployed virtual machines and containerized applications using Google Kubernetes Engine.
- Utilized Cloud Shell and gcloud commands to create and manage network and HTTP load balancers.

### IBM | Security on IBM Z

Apr. 25 2025

- Gained knowledge of advanced mainframe security concepts including pervasive and quantum-safe encryption.
- Learned strategies for data protection and securing digital infrastructures.

### IBM | AI on IBM Z

Apr. 25 2025

- Explored integration of AI with mainframe systems for improved model inferencing and prediction accuracy.
- Learned to leverage Gen AI, AI accelerators, and optimized stacks for efficient AI deployment.

## HACKATHONS/COMPETITIONS

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### C(Old) (ST)art | Old.St Labs

Oct. 2024

- Collaborated with a team to develop **Eatsy**, a **food delivery web application** designed for **real-time shared orders** among multiple users.
- Participated in a **rapid prototyping hackathon**, completing the full cycle from **idea conception to prototype and pitch presentation**.
- Built a **collaborative delivery system** that enables users to **track and manage shared orders simultaneously across devices**, ensuring **seamless coordination and transparent order management**.

### Base Batch (APAC) | BASE

Apr. 2025 - May 2025

- Competed in an international **Web3 hackathon (APAC)** hosted on the **Base network**, focusing on **Stablecoin innovation**.
- Completed a **prototype-to-pitch development cycle** within one month.

- **Built and deployed** a Next.js dApp using the **Base SDK**, integrating stablecoin payments, rewards (“Bits”), and a freelancer leaderboard.
- Designed with **Web2-friendly onboarding** to ensure accessibility for users with no crypto background.