

Ray Cielo Briones

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EDUCATION

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

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, Express.js, Firebase, Google Gemini

RELEVANT EXPERIENCE

Codebility | Remote

Nov. 2025 - Present

Full-Stack Developer Intern

- Collaborate with a cross-functional team to develop and implement scalable mobile application architectures and features.
- Transform project designs into functional full-stack solutions that streamline user interactions and internal processes.
- Configure and integrate various RESTful APIs and backend services to enhance data flow and application efficiency.
- Test, debug, and refine mobile application code to ensure stability, scalability, and accurate data processing.
- Contribute to technical documentation and provide feedback on application performance and code optimization.

Eskwelabs | Remote

Oct. 2025 - Dec 2025

Automation Engineer Intern

- Collaborating with a cross-functional team, including a workflow architect, to develop and implement automation workflows using n8n.
- 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.

GabAI | Software Engineering Course Project

Oct 2025 - Present

Full-Stack Developer

- Built an AI-powered interview coach with real-time voice interaction using the Google Live Speech API.
- Implemented résumé-processing features to generate structured insights for personalized coaching.
- Developed backend infrastructure using Supabase (auth) and PostgreSQL (database).
- Utilized Livekit's SDK for the AI agent pipeline and the Room creation for both User and AI agent.
- Designed and optimized the conversational AI pipeline, improving response flow and performance.

GrabEat | OOP Course 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

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

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

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.