



Richard Orilla

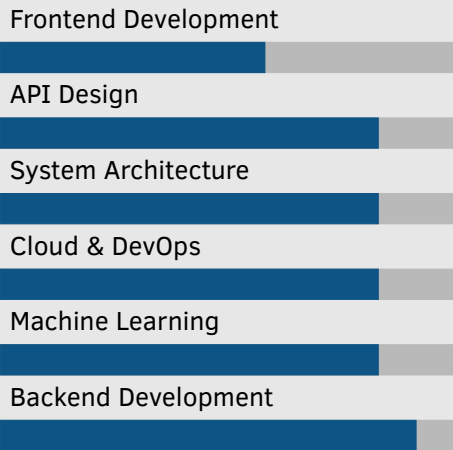
Technical Lead

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About me

Results-driven Technical Lead with 7+ years of experience designing, scaling, and deploying microservice-based systems and ML-driven analytics. Expert in Python, PyTorch, and cloud-native technologies (Docker, K8s, Azure DevOps) with a proven ability to lead development teams and own system architecture from concept to production.

Skills



Linux*5 Git*5 CICD*5 REST APIs*5

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Interests

Microservice architecture, ML-driven analytics, cloud-native technologies, and leading development teams to deliver scalable solutions.

Education

- 2017-2019 M.Sc. in Computer Science (Coursework Completed) De La Salle University
- 2010-2015 B.Sc. in Computer Science University of Mindanao

Open Source Projects

- C++ DosboxStagingReplacerForGogGalaxy - GOG Galaxy DOSBox emulator replacer
- JS ShareDis - Plugin for sharing links on social networking apps
- JS TediousJS (node-mssql) - Azure AD authentication support
- C# OpenRA RA2 Mod - Bug fixes for Red Alert 2 OpenRA

Core Competencies

- Architecture Microservices, Event-Driven Systems, API Design, Distributed Systems
- ML/AI Deep Learning, Computer Vision, NLP, LLM Integration, Model Deployment
- DevOps CI/CD Pipelines, Container Orchestration, Infrastructure as Code
- Leadership Team Management, Technical Mentoring, Agile/Scrum, Code Review

Experience

- Present Technical Lead inRiver
Architected and led a team of 8 engineers in the end-to-end design and scaling of five microservice-based systems. Implemented CI/CD pipeline using Docker, Kubernetes (Helm), and Azure DevOps. Deployed advanced ML models including LLMs and YOLO for real-time analytics.
- 2018-2022 Senior Backend Developer Detail Online
Developed ML-powered automation tools using TensorFlow, Caffe, and Darknet. Engineered robust internal systems for large-scale web scraping and data ingestion, delivering over 15 core REST APIs. Conducted technical evaluations of third-party AI platforms, saving an estimated \$50K in licensing costs.

Other information

Key Achievements

- Led team of 8 engineers, scaling 5 microservice systems to production
- Reduced manual data processing time by 50% with ML automation
- Saved \$50K in licensing costs through strategic tech evaluations
- Delivered 15+ REST APIs serving organization-wide data needs

Technical Philosophy

Advocate for clean architecture, test-driven development, and pragmatic automation. Passionate about bridging the gap between ML research and production-ready systems.

Continuous Learning

Active contributor to open source projects. Regularly explores emerging technologies including Rust, WebAssembly, and alternative operating systems. Maintains technical blog sharing insights on Linux gaming, development practices, and AI integration.

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Additional Skills —

Frameworks & ML
PyTorch, TensorFlow, Darknet, YOLO, BERT, GPT, Caffe

Databases
SQL, MongoDB, CouchDB, PostgreSQL

Cloud & DevOps
Azure DevOps, Helm, Docker
Compose, GitHub Actions

Languages
C, C++, C#, Javascript, Typescript, Rust, Python, PHP

Spoken Languages
Filipino (Native), English (Fluent)

Operating Systems
Linux, BSD, Windows, macOS

Research & Academic Work

| | | |
|----------|--|------------------------|
| Thesis | s2sc.js - Source-to-Source Compiler | University of Mindanao |
| | A transpiler framework exploring language interoperability by parsing high-level language syntax and reconstructing it for browser execution. Deep dive into compiler construction, AST manipulation, and code generation. | |
| Research | Handwritten Letter Recognition | Neural Networks |
| | Draft research paper implementing neural network-based recognition system using Python. Available on personal website. | |
| Academic | Image Similarity Finder | Image Processing |
| | Implementation of color-based image retrieval using C#/.NET for content-based image matching. | |
| Academic | Video Summarizer | Video Processing |
| | Automated video segmentation and summarization tool built with C#/.NET. | |

Speaking & Conferences

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|-------|---|--|
| USEP | Introduction to Image Processing for Statisticians - Guest speaker presentation | |
| UM-PS | LaTeX Document Preparation - Teaching session on professional typesetting | |

Personal Projects

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|--------|---|---------------------|
| Active | Team Report Generator | Laravel + Gemini AI |
| | Automated team synchronization platform using LLM to synthesize daily updates into weekly reports. Features secure JSON proxy with CORS handling and rate limiting. | |
| Active | Game Guides Hub | PHP + AI |
| | Content-rich web platform for game guides with experimental AI assistance for context-aware answers. | |
| Active | Personal Website | PHP + Three.js |
| | Custom-built portfolio with animated 3D sky background, supporting both modern and legacy browsers. Implements social comment integration (Mastodon/Bluesky). | |
| Demo | Robo-JS | Javascript |
| | Gamified interpreter design - custom script execution engine for robot control using op-codes. | |

Additional Information

Interests

Linux enthusiast exploring alternative operating systems (BSD, Haiku, ICAROS/Amiga). Favorite programming language: C, with experience building real-time applications. Passionate about retro computing and gaming preservation.