Richard Orilla

Technical Lead in inRiver at Digital Shelf Analytics Division

ABOUT ME

Davao City-based software developer and researcher specializing in C for real-time systems.

Thrives on solving complex problems and possesses a profound knowledge of Linux and other alternative operating systems.

Combines a passion for low-level programming with creative project development and effective technical communication.

LANGUAGE

Filipino
Englsh

SOCIAL

github.com/Shin-Aska

mastodon.social/@richardorilla

portfolio.pixelfed.social/richard_orilla

EDUCATION

De La Salle University
2017 - 2019 Master of Science in Computer Science

University of Mindanao
2010 - 2015 Bachelor of Science in Computer Science

EXPERIENCE

Present **Technical Lead**
inRiver Led a team of 8 in designing and scaling five microservice-based systems, including ML-driven analytics (LLMs, YOLO) and brand intelligence platforms. Owned system architecture, CI/CD (Docker, Helm, Azure DevOps), and provided R&D-backed input on pricing strategy.

2018 - 2022 **Senior Backend Developer**
Detail Online Built ML-powered automation tools (TensorFlow, Caffe, Darknet) and internal systems for semantic analysis, OCR, and web scraping. Delivered APIs, data migration utilities, and AI platform evaluations to support product and business decisions.

PROFESSIONAL SKILLS

4 / 5	C
5 / 5	C++
3 / 5	C#
5 / 5	Python
4 / 5	Javascript
5 / 5	Rust

PERSON SKILLS

Experienced technical leader who guides teams and owns system architecture. Good at explaining complex ideas, writing clear documentation, and working with different teams.Solves problems by finding challenges and creating solutions, like automation tools that helped a team work faster..

INTERESTS

My interests are centered on activities that challenge my strategic and problem-solving skills. I am an avid gamer, from thoroughly exploring expansive computer RPGs like Baldur's Gate 3 to delving into the deep system knowledge required for competitive card games like Yu-Gi-Oh!. I also regularly engage in classic strategy board games such as Chess and Xiangqi and enjoy solving logic puzzles.

Open Source Projects

DosboxStagingReplacerForGogGalaxy – C++

https://github.com/Shin-Aska/DosboxStagingReplacerForGOGGalaxy

Developed a lightweight, self-contained command-line utility in modern C++ that allows GOG Galaxy users to swap out the default DOSBox emulator. This project demonstrates the seamless integration of modern C++ with low-level C libraries (like SQLite), resulting in a fast, portable tool designed to improve the experience of playing older games..

ShareDis – Javascript

https://github.com/Shin-Aska/ShareDis

Developed a plugin to address the challenge of sharing webpage links on social networking applications (e.g., IRC, Matrix) where users may lack link preview capabilities. The plugin allows users to share links in any desired format, mitigating potential usability issues for recipients without native link previews.

TediousJS (node-mssql) - Javascript

https://github.com/tediousjs/node-mssql

Contributed a critical feature to the widely-used node-mssql (TediousJS) library by engineering and implementing support for multiple Azure Active Directory (AAD) authentication methods. This enhancement enables developers to securely connect to Azure SQL databases using modern, cloud-based identity protocols, significantly increasing the library's utility in enterprise and cloud-native applications.

OpenRA RA2 Mod – C#

https://github.com/OpenRA/ra2

Addressed multiple bug fixes in Red Alert 2 OpenRA. These included resolving incorrect speech notifications, rectifying animation issues (e.g., Allied Ore refinery animation timings), and improving low-power scenarios.