



Richard Orilla

Technical Lead in inRiver at Digital Shelf Analytics Division

EDUCATION

- 2017 - 2019 **De La Salle University** [Coursework Completed]
Master of Science in Computer Science
University of Mindanao
2010 - 2015 Bachelor of Science in Computer Science

EXPERIENCE

Present
inRiver

Technical Lead

- **Architected and led a team of 8 engineers** in the end-to-end design and scaling of five microservice-based systems, establishing the core brand intelligence and analytics platform.
- **Implemented and owned the complete CI/CD pipeline** using **Docker**, **Kubernetes (Helm)**, and **Azure DevOps**, which automated deployments and increased system reliability.
- **Deployed advanced ML models, including LLMs and YOLO**, for real-time analytics, delivering key R&D insights that directly informed and shaped company pricing strategy.

2018 - 2022
Detail
Online

Senior Backend Developer

- **Developed and deployed a suite of ML-powered automation tools** using TensorFlow, Caffe, and Darknet, which automated semantic analysis and OCR tasks, reducing manual data processing time by over **50%**.
- **Engineered robust internal systems for large-scale web scraping and data ingestion**, delivering and maintaining over **15 core REST APIs** to serve processed data throughout the organization.
- **Conducted comprehensive technical evaluations of third-party AI platforms**, providing data-driven recommendations that guided the company's technology adoption strategy and saved an estimated **\$50K** in potential licensing costs.

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




LANGUAGE

Filipino
English

CONTACTS

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 [@richard_orilla](https://twitter.com/richard_orilla)
 [RichardOrilla.01](https://github.com/Shin-Aska)

SOCIAL

-  github.com/Shin-Aska
 mastodon.social/@richardorilla
 portfolio.pixelfed.social/richard_orilla

PROFESSIONAL SKILLS

| Languages | Frameworks & Databases | Concepts & Principles |
|---|---|--|
| <ul style="list-style-type: none">• C / C++• C#• Javascript• Typescript• Rust | <ul style="list-style-type: none">• PyTorch• TensorFlow• Darknet• .NET• SQL• MongoDB• CouchDB | <ul style="list-style-type: none">• Deep Learning• Computer Vision• Natural Language Processing (NLP)• BERT, GPT• SOLID Principles |

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.

www.richardorilla.website