# Rygin Jireh Liceralde



## SOFTWARE ENGINEER IN ST. LOUIS, MO

PHONE 314-236-7007 | EMAIL jireh.liceralde@gmail.com

GITHUB <u>buzzybounce</u> | LINKEDIN <u>RJ Liceralde</u>

I care about the safety of our information and security of applications we use on a daily basis. By attaining a better understanding of the underlying frameworks and code practices of different programs, I strive to create and implement secure applications that people would not fear of using due to data breach..

LANGUAGES		FRAMEWORKS	DATABASES	TOOLS
• C++	• C	• Spring Boot	• MySQL	• IntelliJ
• Java	<ul> <li>Javascript</li> </ul>	• AngularJS	• Oracle	• Eclipse
<ul><li>Python</li></ul>	• HTML5/CSS3			• Spyder
				• SSH

#### **EDUCATION**

**LaunchCode**, LC101 Programming Course — 2020 **University of Missouri-St. Louis**, B.S. Computer Science — 2018

### **PROJECT EXPERIENCE**

## **Inventory Tracker** — Web-based Application

- Simple web-based application that businesses can use to keep track of inventory stocks
- Notifies the company or users with higher privilege when items are running low on quantity
- Keeps track of changes made by users via CRUD to a MySQL database and can be exported out as a log file

#### Cozmo Color Finder — Python-coded Robot Program

- Child-friendly game programmed on the robot, Cozmo
- Tests children's knowledge of complementary and secondary color
- Uses modified code of Color Finder from developer, Anki

#### Password Breaker — Software Security Brute-Force Attack

- Coded a program that brute-forces alphanumeric passwords of certain length in C++
- Calculates the time needed to brute force plaintext, hashed, and salted hash passwords
- Hashed Passwords are significantly easier to crack compared to non-optimal Salted Hash Passwords

## **WORK EXPERIENCE**

## Boeing Explorer Program, Boeing, St. Louis, MO, 2011-2012

- Team-building exercises were assigned to understand and enhance each person's engineering design process
- Constructed solutions to efficiently complete Boeing's Engineering Tasks