

## Richard Carlo S. Baron

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### Education

#### Centro Escolar University

Bachelor of Science in Information Technology

Relevant Coursework: Data Structures & Algorithms, Object Oriented Programming, Web Development, Database Management Systems

Malolos, Bulacan

Expected Graduation Year: 2028

#### Bulacan Ecumenical School

Graduated with 94% average

Malolos, Bulacan

2024

### Experience

#### Personal Project

##### chaoSim

August 2024 - January 2025

- Developed a *C#* application using *SFML.Net* that simulates chaos games to generate fractal patterns such as the Sierpinski Triangle and Vicsek Fractal.
- Implemented GUI navigation and real-time plotting with smooth rendering performance.
- Focused on visual clarity, efficiency, and code readability to encourage learning and experimentation.
- Published the project under the MIT license on *GitHub* to share and encourage open-source collaboration.

#### Personal Project

##### Finger Hazard

September 2024 - October 2024

- Developed a 1-bit shooter game using *Unity* and *C#* as a solo entry for the 1-Bit Game Jam in *itch.io*.
- Implemented enemy AI, player controls, and physics-based wall destruction mechanics.
- Designed and balanced gameplay progression, scoring, and environmental interaction.
- Created all core visual assets and integrated open-source sound effects to enhance immersion.
- Completed and submitted a fully playable build within the game jam deadline, demonstrating strong problem-solving and project delivery skills.

### Leadership & Activities

#### Personal Project

##### Rantals (Social Media Web App)

May 2024 – June 2025

- Developed a social media platform using *HTML*, *CSS*, *JavaScript*, *PHP*, and *MySQL*, featuring user authentication, posting, commenting and reaction systems.
- Integrated *Quill.js* as a rich text editor for post creation, allowing formatted content and cleaner user interaction.
- Implemented functionality to add, edit, and delete posts or comments, including backend validation and database operations.
- Focused on understanding full-stack web development, session handling, and database-driven UI updates, which solidified core web development fundamentals.

### Skills & Interests

**Technical:** *C#*, *Unity Engine*, *Python*, *HTML*, *CSS*, *JavaScript*, *Typescript*, *React*, *Next.js*, *SQL*, *Git*, *Neovim*, *Node.js*, *MongoDB*, *express.js*

**Language:** English (fluent), Filipino (native)

**Interests:** Software development, web development, game development, UX design