Richard Carlo S. Baron

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Education

Centro Escolar University   Malolos, Bulacan
Bachelor of Science in Information Technology   Expected Graduation Year: 2028
Relevant Coursework: Data Structures & Algorithms, Object Oriented
Programming, Web Development, Database Management Systems

Bulacan Ecumenical School   Malolos, Bulacan
Graduated with 94% average   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*.
- Implimented 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 withn 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