Ryan Baclit
Independent Software Developer

Fresh Meadows, NY - Email me on Indeed: <u>indeed.com/r/Ryan-Baclit/f0eec4098ffc93ce</u>

Authorized to work in the US for any employer

WORK EXPERIENCE

Independent Mobile Game Developer
 - June 2017 to Present

Currently making a commercial mobile game for both Android and IOS devices that will be released very soon. Created the custom game engine for the mobile game using Cocos2D-X. Created and designed the game story, game world, characters, and mechanics. Edited game assets like sprite images using The GIMP and Inkscape. Edited audio assets like sound and music using Audacity.

Faculty
Premier Plus Education - New York, NY - September 2016 to June 2017

Course Designer and Teacher for Computer Programming and Computer Web Programming. Teaches basic programming concepts and applications using the Python programming language. Assisted students in setup and installation of Python programming tools.

Independent Mobile Game Developer
 - January 2015 to September 2016

Currently making a commercial mobile game for both Android and IOS devices that will be released very soon. Created the custom game engine for the mobile game using Cocos2D-X. Created and designed the game story, game world, characters, and mechanics. Edited game assets like sprite images using The GIMP and Inkscape. Edited audio assets like sound and music using Audacity.

Faculty, Game Design and Development Program
De La Salle-College of Saint - May 2010 to December 2014

Taught undergraduate game programming courses using the current game development tools in the Philippine game industry. Used Alice for the Beginning Computer and Programming Concepts course. Used OpenGL GLUT and FreeGLUT for the Basic Computer Game Development with C++ course series. Designed and created base C++ based game engine abstraction code for the Game Engine course series.

Software Developer
BCode - December 2009 to January 2010

Developed custom Python-based OpenERP modules for an overseas client. Modules were developed using Python GTK user interface and Python-PostgreSQL database bridge libraries. Designed project specifications using the Unified Modeling Language with the UMLet tool. Wrote documentation for the created modules.

Principal Author
Apress Inc. - November 2008 to November 2009

Co-author of the book Foundations of CentOS: Enterprise Linux on the Cheap. More details about the book can be seen here - http://www.apress.com/9781430219644?gtmf=s. Wrote several chapters that cover security, open source databases, and advanced Linux configuration. Some chapter topics include PAM setup, PostgreSQL and MySQL database setup and configuration, and Linux kernel compilation.

Faculty

Bluepoint Institute of Higher Technology Foundation - February 2008 to September 2008

Designed and taught courses that focus on open source software development. Designed the Bourne Again Shell or BASH Programming course. Designed the Extreme Python Programming course. Resource speaker on multiple open source events like Linux Day and Software Freedom Day.

Management Information Systems Programmer

Globalink Holdings Corporation - August 2002 to January 2008

Created and extended several internal software systems of the company using proprietary and open source software. Built secure web inventory, update, and upload systems using PHP with AJAX. Wrote documentation on each project for easier transition and maintenance. Created Windows application patches for internal inventory systems. Created, secured, optimized, and managed multiple Linux servers. Setup replicated PostgreSQL and MySQL servers for database durability. Connected Linux web servers to provide high availability of both internal and external websites.

EDUCATION

Certificate of Attendance

Bluepoint Institute Of Higher Technology Foundation
2005

Bachelor in Science

De La Salle University - Manila
1996 to 2000

SKILLS

Python (5 years), C (10+ years), C++ (10+ years), PHP (6 years), Java (10+ years), Javascript (10+ years), Linux administration (10+ years), SQL (10+ years), HTML4 (10+ years), HTML5 (Less than 1 year), CSS2 (3 years), CSS3 (Less than 1 year), PERL (6 years), Cocos2D-X (4 years), OpenGL GLUT (4 years), BASH Scripting (10+ years), Pascal (4 years), Android (3 years), MongoDB (1 year), Django (Less than 1 year), MySQL (4 years), PostgresSQL (10+ years), OpenGL E/S (Less than 1 year), Angular JS (Less than 1 year), JUnit4 (Less than 1 year)

LINKS

https://github.com/gamehelphere

https://goo.gl/h4Hloq

https://goo.gl/nVnmFo

PUBLICATIONS

Foundations of CentOS: Enterprise Linux on the Cheap

http://www.apress.com/9781430219644?gtmf=s
November 9, 2009
An intermediate to advanced book that will teach you how to do Linux administration with CentOS 5 Linux. The book covers multiple topics from installation to maintaining servers.

Compiling Cocos2D-X 3.1x Projects Using Android Studio
https://goo.gl/IlUvSp
March 2017
Wrote the document after studying about the latest changes of the android command to the Cocos2D-X 3.14 library. Details include step by step instruction on how to change the Cocos2D-X generated Android Studio project to make it compile successfully with the android command of the latest Android SDK.