Philip Ronin Uriarte

SOFTWARE DEVELOPER

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Summary

Computer science student experienced in game and application development. Proficient in Python, Java, C#, and GDScript. Strong problem-solving skills and attention to detail. Collaborative team player dedicated to delivering high-quality projects.

Relevant Skills

- Proficiency in Python, Java, C#, GDScript
- Git/GitHub, Godot, Stencyl, VS Code
- Machine Learning
- Game Design, UI Design
- Self-motivated, Fast Learner, Attention to Detail

Work Experience

KADAKAREER
Virtual Apprentice
May 2022 - Jun 2022
- Developed a prototype chatbot for Dashlabs.ai using Dialogflow for automating and optimizing healthcare and medical diagnostic lab processes.
- Designed and implemented conversational flows and dialogue management using Dialogflow's natural language understanding capabilities.

TASKUS
Teammate (Agent)
May 2019 - Jan 2020
- Achieved and consistently exceeded monthly key performance indicators (KPIs) for customer satisfaction ratings, call resolution time, and call volume.
- Assisted in the training of new hires, resulting in their successful integration into the team.
- Received recognition for being the most efficient customer service representative in the month of September 2019.

Projects

PHARMALYTICS
May 2023 - Present
Sales prediction system developed using ML, Streamlit, and SARIMA.

A CHURCHYARD OF ORPHANS
Jul 2022 - Aug 2023
Text-based game prototype developed using Godot 3.5 engine.

BOOKLOT LIBRARY MANAGEMENT SYSTEM
Jun 2022 - Jul 2022
MySQL and Visual Studio-based library management system to streamline book cataloging, borrowing, and tracking.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE
De La Salle University - Dasmarinas
2020 - Present
- Achieved consecutive 1st Dean's Honor List from Term 1 SY 2020-2021 to present.
- GPA: 3.71/4.00