

Philip Ronin Uriarte

SOFTWARE DEVELOPER

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Summary

Computer science graduate experienced in mobile and game development. Proficient in Python, Java, Kotlin, C#, Swift, 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, Kotlin, C#, Swift, GDScript
- Git/GitHub, Godot, Stencyl, VS Code, Android Studio, IntelliJ IDEA
- Mobile Development, Game Development, UI Design
- Self-motivated, Fast Learner, Attention to Detail
- Achieved a TOEIC score of 965, demonstrating strong English communication skills.

Education

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

De La Salle University - Dasmarias

Sep 2020 - Sep 2024

- Graduated Magna Cum Laude.

Work Experience

HIGHLY SUCCEED INC.

Mobile Developer Intern Lead

Jul 2023 - Aug 2023

- Served as the Intern Team Lead in the Mobile Development department.
- Engaged in mobile development using Kotlin and Android Studio, and utilized Trello for project management.
- Showcased adaptability by assisting various departments, including sales through cold calls and supporting HR with intern candidate interviews.

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.

Projects

PHARMALYTICS

May 2023 - May 2024

Pharmacy sales prediction system developed using ML, Streamlit, and Prophet.

RECYCLEMATE

May 2024

Web application that identifies recyclables from images and suggests eco-friendly projects for sustainability.

BOOKLOT LIBRARY MANAGEMENT SYSTEM

Jun 2022 - Jul 2022

MySQL, C# and Visual Studio-based library management system to streamline book cataloging, borrowing, and tracking.