Ronny Ritprasert

Cupertino, CA 95014   +1 (408) 648-6816   ronnapob.com   ronnyrit@gmail.com

Education:

California State University, Sacramento   **August 2018 - May 2021**

- Bachelor of Science, Computer Science
- Cumulative GPA: 3.444; Dean's List (Fall 2018, 2019, 2020)

Relevant Coursework: Object Oriented Game Design, Data Structures and Algorithms, Computer Game Architecture and Implementation, Computer Organization, Software Engineering, Systems Programming in Unix, Computer Architecture, Advanced Databases

Work Experience:

Zoom Video Communications, Software Engineer | Java, Vue.js, Python, AWS   **August 2021 - Present**

- Developed a project responsible for managing the blocking system affecting 100% of Zoom users
- Constructed various APIs, allowing seamless communication between teams
- Created a search feature utilizing ElasticSearch to filter 1000+ in-meeting participants by specific fields
- Collaborating in a DevOps environment, leveraging Terraform for AWS infrastructure updates
- Utilized asynchronous messaging to provide quick response times through internal software
- Proactively managing and resolving security vulnerabilities using Prisma, Blackduck, and Checkmarx
- Configured alert mechanisms to promptly notify Zoom employees of critical issues

Intel Corporation, Software Engineering Intern | Splunk, Python, AngularJS   **June 2020 - December 2020**

- Cooperated well with a team of 14 using agile/scrum software development practices
- Developed an automated driver installation plugin using Windows commands in Python
- Generated usage statistics independently using Splunk to aid the team in determining future decisions
- Debugged and completed tasks such as UI fixes and refactoring AngularJS code
- Gathered information from ticket reporter when requirements were unclear
- Used Git to develop code in branches and pushed changes for teammates to review through an external tool

Projects:

Assessmentandcareteam.org | MERN stack   **August 2020 - May 2021**

- Assembled a team of 7 to develop a website with stakeholder needs
- Implemented front-end pages using CSS and rules set up by team
- Used Gitlab and Flyingdonut to follow the SCRUM agile framework

RonnyPets | HTML, JavaScript, NodeJS, ExpressJS, Socket.IO   **March 2020 - April 2021**

- Designed and hosted a Neopets-like browser game through Heroku
- Uses PostgreSQL to store user persistent data such as in-game currency and the user's inventory
- Created server-side TicTacToe game for users to play against each other in real-time through sockets

Languages and Technologies:

Proficient: Java, Spring Boot

Familiar: HTML, CSS, Python, JavaScript, Vue.js, FreeMarker, SQL, Processing, Splunk, NodeJS, ExpressJS, AWS, Terraform, ElasticSearch, Jenkins, Grafana, Zebra, Kubernetes

Skills: Vim, IntelliJ, PyCharm, Git, Linux, Windows, MacOS, Android, Docker, Postman, Gradle, Maven, Zendesk, ServiceNow