

# ROSSMOND RALPH Q. RIVAS

Email: [rossmondralph@gmail.com](mailto:rossmondralph@gmail.com) | [rrgrivas@live.mcl.edu.ph](mailto:rrgrivas@live.mcl.edu.ph)

Phone: (+63) 946 037 1316

GitHub: <https://github.com/rivas-rossmondralph>

## Summary

Computer science student with four years of academic experience at Mapúa Malayan Colleges Laguna. Looking to gain work experience in the field of data analytics to identify data trends and insights. Skilled in various programming languages.

## Education

**BS in Computer Science, Mapúa Malayan Colleges Laguna,**

***Expected Graduation: 2025***

High School Diploma, Pamantasan ng Cabuyao, 2019

## Skills

Programming Languages: Python, C, C#, Ruby, PHP, Lua

Databases: SQL, SQLite, MySQL

Tools: Excel, Godot, XAMPP, Git, PowerShell, Unity, Power BI

Classes: Software Engineering, Operating Systems

## Portfolio Projects

ano.c

SQLite was used to facilitate CRUD functionalities for this offline terminal program written in C.

*ano.c is a record of items and their prices in a small store.*

Technologies: C, SQL, Makefile

ano.py

*A Python version of ano.c providing the same CRUD functionalities.*

Technologies: Python, SQL

## Image Hosting Site

Created an API with PHP to serve images to an HTML frontend which also uses MySQL to keep track of image ownership.

*A web app that uses PHP to provide image hosting services to multiple users.*

Technologies: PHP, SQL, HTML

## Istorya Adventure

Helped program power ups and do bug testing.

*Istorya Adventure is a game based learning mobile game that teaches Filipino history to elementary students.*

Technology: Unity, C#

## Tap Mosquito

Implemented features like save files, scene changing, achievements, simple animations and sound design to enhance gameplay.

*Tap Mosquito is a simple game where the player taps all incoming mosquitoes.*

Technology: Godot

## Simple Ruby Calculator

Implemented stacks to transform infix notation into postfix which is then calculated.

*A simple terminal calculator that understands infix notation and follows MDAS.*

Technologies: Ruby

## Color Game

Basic programming concepts like random integers, lists, and dictionaries were used in Python to make a color game which tracks the player's coins and chosen colors. Tkinter was used for the GUI.

*A color game where the player bets on a randomly chosen color.*

Technologies: Python

## Terminal Hangman

Implemented game loops, save file, and an image renderer in C# to make Hangman in the terminal without using a dedicated game engine.

*Hangman is a game where the player has limited attempts to guess a word.*

Technologies: C#, JSON