# Riviera Sperduto

267-340-6316 | riviera.t.sperduto13@gmail.com | LinkedIn Profile | GitHub Profile | Portfolio Website

## TECHNICAL SKILLS

**Languages**: Python, Kotlin, Java, C/C++, C#, SQL (MySQL & Postgres), JavaScript, HTML/CSS, YAML, Lua, RedScript

**Frameworks & Tools**: Testim.io, MS Active Directory, Tailwind, Git/GitHub, Docker, Azure, VS Code, Visual Studio, PyCharm, IntelliJ, MariaDB, Dependency Track, Power Automate, Prisma, Ollama, Unity, Qt Core, Pyside6, Meraki, GUIZero, React

## CERTIFICATIONS & EDUCATION

| | |
|---|---|
| **Temple University** | Philadelphia, PA |
| Bachelor of Science in Computer Science — 3.52 GPA | Aug. 2023 – May 2025 |
| **Community College of Philadelphia** | Philadelphia, PA |
| Associates of Science in Mathematics — 3.73 GPA | Aug. 2021 – May 2023 |
| **Microsoft Azure Fundamentals** | Jan. 2025 |

## CURRENT POSITION

**Development Apprentice** — May 2025 – August 2025
*BRIO Designs Partners, LLC* — *Conshohocken, PA*

- Developing user interfaces for web/software applications and implementing Salesforce instances in a fast-paced tech environment.
- Collaborating with tech experts on client projects involving C#, MVC, and Microsoft technologies.

## EXPERIENCE

**Information Technology Intern** — September 2024 – December 2024
*SNIPES USA* — *Bensalem, PA*

- Developed and tested Python tools to automate SDWAN updates and network traffic analysis, reducing desktop support ticket times by around 20 seconds and enabling more accurate traffic analysis.
- Shadowed a System Administrator to learn VM creation in Azure, Microsoft Active Directory, and other Azure tools while fixing critical tests for the staging website.

**Intern** — October 2023 – May 2025
*Temple University* — *Philadelphia, PA*

- Designed and optimized programs to automate data verification, cutting runtime from over a minute to under 30 seconds per record and doubling productivity.
- Deciphered SQL files and documentation to help the team understand backend functionality and query operations.

## PROJECTS

**CodeGrind** | *React/Node.js, HTML/CSS, Python, PostgreSQL, Prisma, Azure* — Jan 2025 – Present
- Developed **codegrind.online**, a platform gamifying technical interview prep with AI tutoring. Created a tower defense coding game that mixes gameplay with coding challenges.

**Helios: Swarm Robotics** | *Python, C#, Unity, PyQt5* — January 2025 – May 2025
- Developed disaster response simulation with Python backend, Unity frontend, custom visualization tools, created database for sensor data and created test suites with 83% code coverage.

**BestNotes** | *Python, Qt Core, Pyside6* — October 2024 – December 2024
- Contributed to capstone project developing a free note-taking application. Designed moveable toolbar, implemented customizable eraser features, and ensured application reliability through testing.

**Projectile Launcher Rework** | *Lua, YAML, JSON, RedScript* — December 2022 – Present
- Created a mod for Cyberpunk 2077 (45k+ downloads) and modified game mechanics with new variants, attachments, and ammo using multiple programming languages.