

Ronito Jr. Salamanca

Software Engineer

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Creative software engineer with the ability to pick up new languages and technologies as needed. Prior to being a software engineer, I worked as a Student Help Desk Technician for George Brown College where I managed a computer lab and helped students troubleshoot issues with general software.

Software Development Skills

- Python, JavaScript, Node.js, Express, C, C++, PostgreSQL, MySQL, Bootstrap, HTML, CSS, WordPress

Education

Seneca College of Applied Arts and Technology | Computer Programming | Toronto, ONT, CA 2009 – 2012

George Brown College of Arts and Design | Web Development Certificate | Toronto, ONT, CA Sept 2013 – May 2014

DigitalCrafts | Certificate in Software Engineering | Atlanta, GA April 2019 – Aug 2019

- Software engineering training program covering full-stack development including, but not limited to JavaScript, Python, including an emphasis on cutting-edge frameworks like React/Redux and server-side technologies including Node.js, Express, and PostgreSQL.

Software Development Portfolio

BrainZ | bit.ly/2x3uOH9 | github.com/rjsalamanca/brainz June 2019

- Member of a 3-person development team creating a game that helps improve aim and mouse accuracy.
- The user is able to register, play the aim training game, track progress, and see how they place in the high scores.
- Responsibilities included creating the core game, integration of Bootstrap, and mobile responsiveness.
- Back-end project built with PostgreSQL, Express, Node.js, Bootstrap, HTML, and CSS

SonoSong | bit.ly/2ZtxGZS | github.com/rjsalamanca/sonosong May 2019

- Member of a 2-person development team building a single page site that allows users to search for a movie, retrieve the soundtrack, and listen to the song via YouTube.
- Primary responsibilities included retrieving a movie through the OMDb API and then the soundtrack through Wikipedia's API. Styling with the use of CSS and DOM manipulation.
- Front-end project built with JavaScript, HTML, CSS, and the use of the OMDb, Wikipedia, and YouTube API's.

Dangerous Diving | dangerousdiving.com | github.com/rjsalamanca/DangerousDiving April 2019

- Member of a 2-person development team building a 2D scrolling game where the player navigates the ocean dodging various animals.
- Responsibilities included the creation of animals, movement, hit detection, score, and life counter.
- Built with Python through Pygame

Professional Work Experience

George Brown College | User Service Representative / Student Help Desk | Toronto, ONT, CA July 2012 – Present

- Managed an offsite computer lab without supervision.
- Maintenance of A/V equipment, computers, monitors, and printers.
- Facilitate students with technical support including troubleshooting of software and college resources.

No Strings Theatre | Web Developer, Volunteer | Toronto, ONT, CA August 2015 – September 2015

- WordPress installation
- Customization of WordPress using PHP, CSS, JavaScript, and jQuery.
- Website Maintenance

Canadian Marketing Solutions | Front-End Web Developer, Contract | Toronto, ONT, CA June 2015 – July 2015

- Creating web pages from Photoshop images provided by the web designer
- Worked with a team to develop WordPress and edit them with HTML5, CSS3, PHP, and jQuery.

Reliable Peso Remit Inc | Remittance Teller | Toronto, ONT, CA June 2009 – July 2012

- Receiving and scheduling appropriate money distribution.
- Performing edits on the company website.