

Raffi Molero

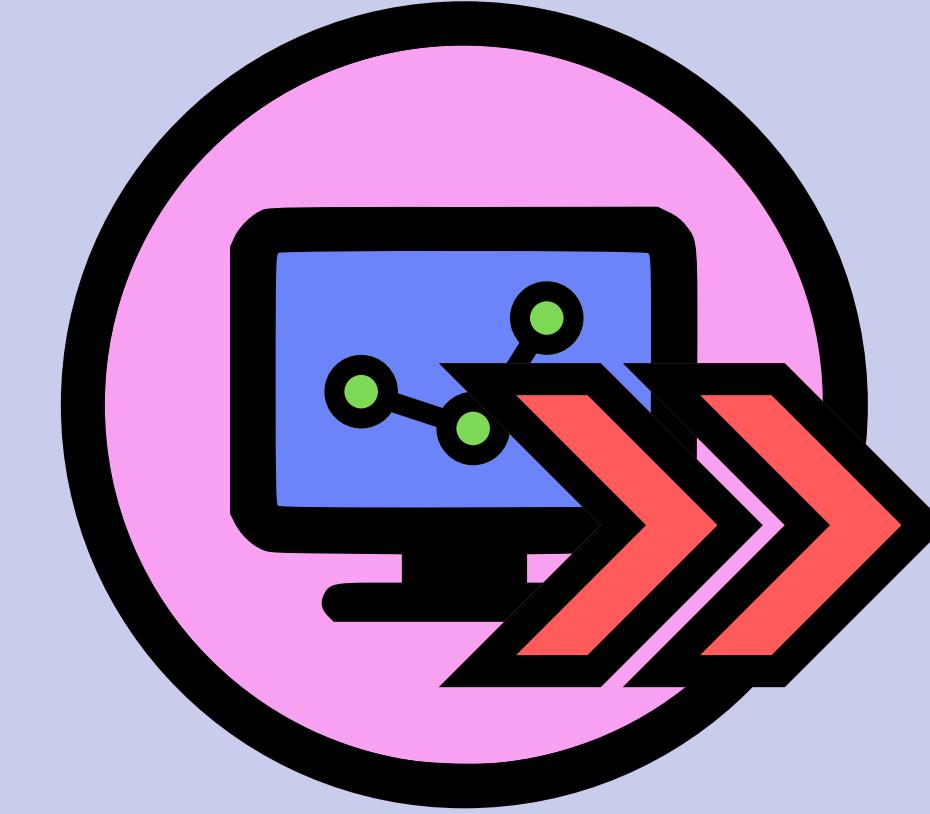
B.S. Computer Science 2-A



About Me...

I'm a **programmer** at heart, and I love optimizing and reverse-engineering things.

I enjoy video games, but my favorites usually involve either factories and logic, or mechanically fast and precise inputs.



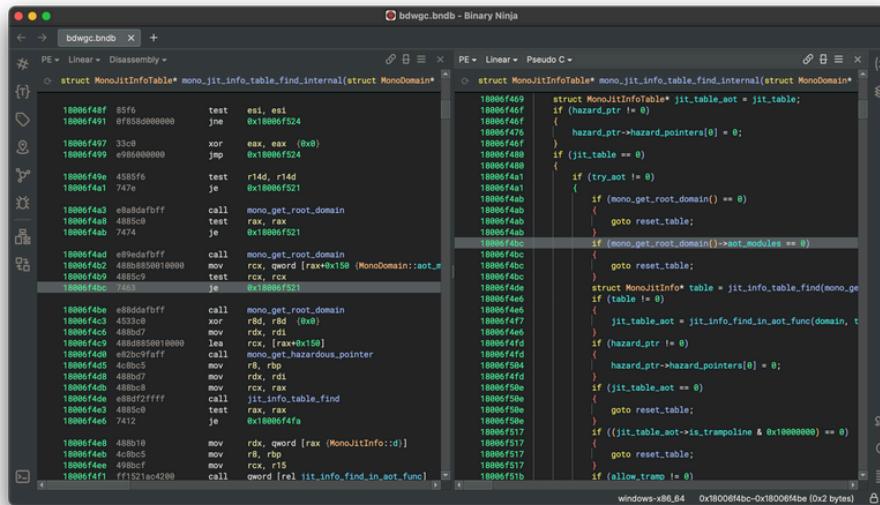
I came from **Cotabato City**, then moved to Davao in Senior High School.

This photo was of me visiting my Elementary School and sitting on my favorite tree <3

Skills/Interests

Technology // Creativity

- Back-end development
- Reverse Engineering



A screenshot of the Binary Ninja tool interface. It displays two windows side-by-side. The left window shows assembly code with addresses like 18006f4af, registers like rsi, rdi, and memory operations like mov, xor, and jne. The right window shows the corresponding pseudo-C code, which includes function definitions for JIT compilation, such as `mono_jit_info_table_find_internal` and `mono_jit_info_table_find`. The code uses structures like `MonoJitInfoTable` and `MonoDomain`.

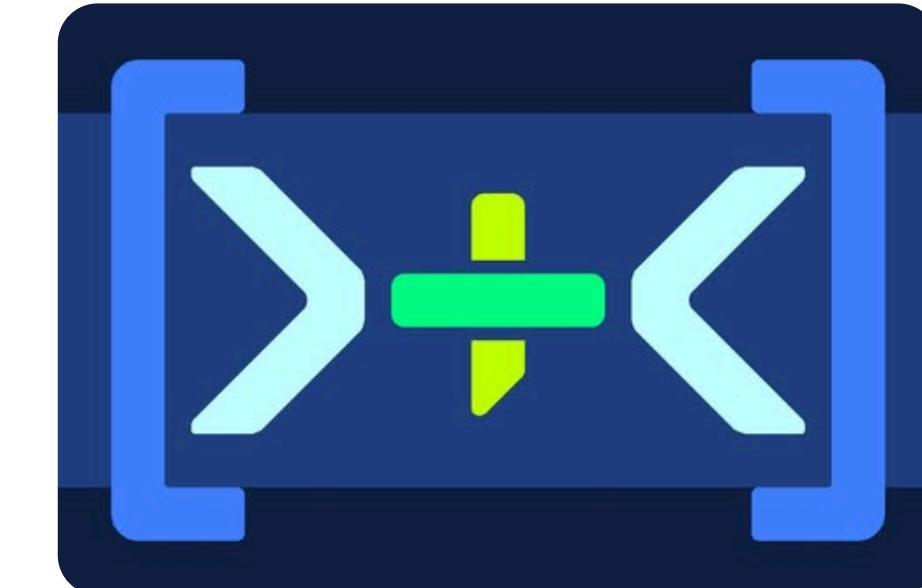
(hax)

- Front-end design



(schedule builder)

- Music
- 2D Design



(a community logo)

Thank you :)



github.com/rmolero-addu