Ron Lester Crisostomo

Personal Info

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Portfolio
roncrisostomo.github.io

Profiles
linkedin.com/in/ron-lester-crisostomo
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Technical Skills

Proficient in:

C#/C++	Visual Studio
Git	Qt Creator
Unity	

Prior experience in:

Python	Java
C	Assembly
HTML/CSS	SVN

Languages

English: *Fluent*
Filipino: *Native*
Japanese: *JLPT N3*

C#/C++ programmer with 9 years of experience in software development

Experience

Aug 2019 – present
Software Engineer
i-BRIDGE Inc. (Japan)
- Analyzed project requirements from specification documents and regular Q&A with clients in Japanese
- Developed a cross-platform desktop app for interface and control of high-performance optical devices
- Upheld end-to-end quality for Windows touchscreen app, with zero reported issues on client side
- Maintained code modularity using unit tests (Nunit, Qtest)
- Automated testing, builds, and releases using Jenkins and GitLab CI
- Visualized 3D LiDAR output using Linux app on Jetson Nano and Docker

June 2019 – Aug 2019
Software Engineer
i-BRIDGE Systems Philippines Inc.
- Translated customer requirements into system design document

Dec 2017 – June 2019
Game Developer
Freelance for Mega Cat Studios
- Designed dialogue system with branching support for NPC interactions and quests
- Implemented AI, collision, and animation systems for enemies and multiphase bosses
- Improved loading speeds by 200% by breaking up resource loading into smaller batches

May 2015 – Dec 2017
Game Developer
Freelance via Upwork
- Developed 7 games for iOS and Android in a 2-man team
- Implemented face detection and speech recognition in mobile games
- Integrated social features like Twitter and Facebook sharing, achievements and leaderboards
- Halved build size and improved loading speeds by 200% by optimizing high-res images and sounds

May 2012 – April 2015
Game Developer
Skillshot Labs, mobile game startup
- Developed 7 games for iOS and Android with game designer and artist in Japan (online collaboration) in 1- to 2-month dev cycles
- Promoted to Team Lead in early 2013; mentored 4 junior programmers, gave code reviews and performance evaluations
- Designed 100 levels for a mobile puzzle game in 3 weeks
- Handled QA for 11 in-house mobile games
- Managed a prototyping team of 1 programmer and 1 artist for a mobile strategy game project

Education

June 2007 – April 2012
University of the Philippines Diliman
- B.S. in Electronics and Communications Engineering
- Developed a system that provides closed-captions for Filipino news in real time using CMU Sphinx
- Automated the collection and organization of 200 hours of audio data using bash scripts