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 10 years of experience in software development

Experience

Jan 2022 – present

Project Sub Leader – Development Division
i-BRIDGE Inc. (Japan)

- Developed a cross-platform desktop app with unidirectional data flow based on Flux framework for interface and control of high-performance optical devices
- Managed a team of 3 developers and flexible-size offshore QA team
- Monitored project progress, set targets, and delegated tasks
- Analyzed project requirements from specification documents and regular Q&A with clients in Japanese

June 2019 – Dec 2021

Software Engineer
i-BRIDGE Inc. (Japan)

- Visualized 3D LiDAR output for object detection using Linux app on Jetson Nano and Docker
- Upheld end-to-end quality in a Windows touchscreen app for gas leak detection, with zero reported issues on client side
- Maintained code modularity using unit tests (Nunit, Qtest)
- Automated UT, static code analysis, builds, and releases using Jenkins and GitLab CI
- Automated UI testing for Windows PC and tablet app using Appium
- Translated customer requirements into system design document

May 2015 – June 2019

Game Developer
Freelance for Mega Cat Studios, Upwork

- 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 and optimizing high-res images / sounds
- Implemented face detection and speech recognition in mobile games

May 2012 – April 2015

Game Developer
Skillshot Labs, mobile game startup

- Promoted to Team Lead in early 2013; mentored 4 junior programmers, gave code reviews and performance evaluations
- 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