

# RON MATTHEW R. RIVERA

SOFTWARE | WEB | GAME  
DEVELOPER

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## ABOUT ME

A 4-year degree holder of BS computer science and a graduate from Polytechnic University of the Philippines - Sta. Mesa with 6+ years personal experience of Software Development. Consistent Dean's Lister during college, and graduated with Latin Honors (Cum Laude).

## EDUCATION

### Polytechnic University of the Philippines - Sta. Mesa

Bachelor of Science in Computer Science  
Graduated with Latin Honors (Cum Laude)  
2018 - 2022

Dean's Lister

A.Y. 2018 - 2019 1st & 2nd  
Semester

A.Y. 2019 - 2020 1st & 2nd  
Semester

A.Y. 2020 - 2021 1st & 2nd  
Semester

A.Y. 2021 - 2022 2nd Semester

President's Lister

A.Y. 2021 - 2022 1st Semester

## WORK EXPERIENCE

### Web Developer (Intern)

Aug 2021 - Sept 2021

Helix Software inc.

- Developed a lottery game web app from scratch using MERN Stack
- Acted as a tech lead to my fellow interns
- Designed the architecture of the whole system.
- Suggested the tech stack that will be used. (MERN Stack)
- Handled back-end development of the system.
- Created queries for the database (MySQL)
- Wrote REST API for the front-end
- Translated HTML designs to React components
- Tested functionality of the whole web app
- Became knowledgeable on full-stack development

## SKILLS

### Hard Skills

- C# /.Net ecosystem
- Knowledgeable on MERN Stack (Mysql, ExpressJS, ReactJS, NodeJS)
- Dart / Flutter Framework
- Android
- Unity Game Development
- Microsoft Word, PowerPoint, Excel
- Adobe Photoshop, Illustrator

### Soft Skills

- Adaptability
- Teamwork
- Leadership
- Communication Skills
- Empathy
- Organization
- Critical Thinking

## NOTABLE PROJECTS

- Portfolio Website using ReactJS
- Projects Website using ASP.net
- Personal Academic Tracker - A personal to-do list tracker made with flutter for the UI and Mysql for the database.
- Matrix Path - A Path-building puzzle game using Procedural Content Generation with Wave Function Collapse Algorithm and Fuzzy Logic.
- Spirit Guardian - A side-scroller game made in Unity

List of all personal projects are in the above link