Ron Matthew Requero Rivera

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Software Developer / SDET | C# · .NET · Selenium · Cypress · CI/CD · Backend Automation

Summary

Software Development Engineer in Test (SDET) with 3+ years of experience designing and maintaining automated test frameworks for complex enterprise and web systems. Skilled in **C#, Python, and JavaScript** across **.NET and Cypress** environments, with strong expertise in **CI/CD integration (Jenkins, Azure DevOps)**, system debugging, and data-driven validation. Adept at collaborating with cross-functional teams and applying modern testing strategies (TDD/BDD, observability, and automation scalability).

Experience

QA Consultants | North York, Ontario   *March 2023–October 2025*
Software Development Engineer in Test (Full-time)
Key Contributions

- Built and maintained C#/.NET automation frameworks for large-scale enterprise systems, aligning with modernization goals using .NET Framework 4.8 and .NET 9+.
- Designed a reflection-based data mapping system improving scalability and maintainability of the automation repo.
- Enhanced data-driven execution through a reflection-based multi-dataset loader, improving test scalability and maintainability.
- Contributed to CI/CD pipelines using Jenkins and Azure DevOps, ensuring automation reliability across environments.
- Collaborated with developers and QA peers to debug complex system defects across multiple Guidewire modules.
- Developed a Cypress + GT Framework proof of concept to benchmark Guidewire library testing capabilities compared to existing repo.
- Developed API-level integration tests for multiple environments, improving coverage and reducing manual regression cycles by 40%.
- Participated in sprint planning, code reviews, and architecture discussions to align QA and development objectives.

ViscoTech International Industries | Brampton Hills, Ontario   *November 2022–January 2023*
Web Developer (Contract)
- Developed and launched a high-performing website, resulting in a significant improvement in loading time of over 67% compared to the previous website.
- Implemented component-based architecture and asynchronous data fetching for improved scalability and UX.
- Maintained codebase for performance and feature stability post-launch.

Helix Software | Mandaluyong City, Philippines   *August 2021 – September 2021*
Web Developer Intern
- Led a team of interns as an intern tech lead in the design and development of a lottery webapp with a backend server from scratch, resulting in a well-organized and efficient system that was completed within 3 weeks.
- Architected backend and APIs for the web application, developing 90% of core functionality and reducing development time by 30%.
- Delivered a fully functional and high-quality web application to the company within the given time frame, with 95% bug-free.

Education

Polytechnic University of the Philippines | Manila, Philippines	*June 2018 – August 2022*
Bachelor of Science in Computer Science	Graduated, October 2022

Projects

Matrix Path
Undergraduate Thesis
A group-based thesis where we figure out how procedurally generated puzzles can have difficulty certainties. While generating a balance puzzle for the player.

- Developed a procedural puzzle game that applies Wave Function Collapse and Fuzzy Logic to generate puzzles with measurable difficulty levels and ≈90 % accuracy.

- Integrated advanced algorithms to enhance puzzle variety and player challenge, earning an average 4 / 5 star rating from testers.
- Used the project as a research tool to evaluate algorithmic design effectiveness in procedural game generation.

Personal website using .Net Core and ReactJS

- Developed and designed a personal website to showcase personal projects online, utilizing ReactJS for the frontend and ASP.Net Core for the backend.
- Hosted the website on Microsoft Azure, providing a reliable and secure platform for visitors to access the website.
- Utilized the website as a platform to demonstrate personal skills and portfolio, resulting in increased visibility and opportunities for professional growth.

Technical Skills

Languages & Frameworks: C#, .NET (Framework 4.8, .NET 9+), ASP.Net, Java, Selenium, Cypress, React, SQL , Flutter, Dart, Android, Mobile Dev, Python, TypeScript
Tools & Platforms: Visual Studio, VS Code, GitHub, Jenkins, Azure DevOps, Jira , Postman, Unity, Git
Practices: Software Development, Game Development, Test Automation,TDD, BDD, Framework Enhancement, CI/CD, Agile Scrum, API Integration, Backend, Front-end, Full-Stack, System Integration, SDLC