

# RON MATTHEW R. RIVERA

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## SUMMARY OF QUALIFICATIONS

- Recent graduate of Polytechnic University of the Philippines – Bachelor of Science in Computer Science
- Background in different Software development Fields
  - Game Development
  - Software Development with .Net
  - Full-Stack Web Development
  - Mobile App Development

## EXPERIENCE:

### Web Developer Intern

#### Helix Software, August 2021 – September 2021

Responsible for creating a responsive website using MERN stack

- Acted as a tech lead
- Handles Backend development of the system
- Responsible for creating APIs for the frontend of the system using REST
- Created System Design based on the given requirements

## ACADEMIC HISTORY:

Bachelor of Science in Computer Science

Polytechnic University of the Philippines

Mabini Campus, Sta. Mesa, Manila,  
Philippines

(2018 - 2022)

## **QUALIFICATIONS AND SKILLS:**

- Problem Solver
- Adaptable
- Team Player
- Good communicator
- Fast Learner
- Flexible

## **Software Skills:**

### **Development**

- Proficient in C# language
- Familiar with Java, Dart, Python, C, JavaScript, HTML, CSS, PHP, Arduino
- Three years of experience in Unity Game Engine
- Knowledge in: ASP.net Framework, Flutter Framework, and Android Framework
- Basic Skills in 3D modelling using Blender
- Animation Skills using Unity's built-in Animation tools

### **Software**

- IDEs: Microsoft Visual Studio, Microsoft Visual Studio Code, Jet Brain's IDEs
- Database: MySQL, Microsoft Access
- Adobe Photoshop, Premiere, Lightroom, After Effects
- Unity Game Engine

## **INTERESTS:**

Game Development, Software Development, Mobile App Development, Web Development

## **AFFILIATIONS:**

Member, The Programmers' Guild (TPG), (2019 - present)

President, BCC Computer Club, (2015 – 2016)

## EDUCATIONAL HIGHLIGHTS:

Graduated With Latin Honors (Cum Laude)

Dean's Lister (2018 - 2022)

Graduated With Honors (2018)

*Gold Medalist*, Kaohsiung International Invention and Design EXPO (KIDE) (2017) "Mini Hologames: Development of LIBGDX-Based Multiplayer Illusory Games for Interactive E-learning"

Technokids Robotics Cup Participant (2016), Participant on Robotics competition

## PERSONAL PROJECTS:

- **GAME DEVELOPMENT**

- Matrix Path (2022)**

- Link:** <https://shadedgames.itch.io/mpv11d>

- Downloads:** 34

- A Path Building Puzzle game where you find your path to the exit by rotating different tiles in the board. It is made for our thesis where we solve the difficulty constraints of a procedural path-building puzzle games. Algorithms used: Wave Function Collapse for the board generation, Self-Avoiding-Walk for solving the board, and Fuzzy Logic for the difficulty adjustment

- **Missile Evade (2021)**

- Link:** <https://play.google.com/apps/internaltest/4698906086533584037>

- Downloads:** 3

- A casual game that features a plane and missiles. Your goal is to evade the missiles as long as possible, collect power ups to increase your chance of survival, and unlock new planes. Currently on closed testing.

- **PONG using Unity's DOTS (2020)**

- A pong game made using Unity's DOTS system

- **Spirit Guardian (2020)**

- Link:** <https://shadedgames.itch.io/spirit-guardian>

- Downloads:** 21

A 2D side-scroller game prototype featuring the Aswang belief in the Philippines. The prototype features a Dialogue System, Combat System, FSM based AI, Event System, and Spell System.

- **Pixel Art to tile map Converter (2020)**

**Link:** <https://github.com/ronmattss/PixelToLevelGenerator>

A tool that converts pixel color data to a tile map to quickly generate levels or platforms. Used in generating platforms in **Spirit Guardian**.

- **Super Mario Clone (2020)**

A mini side-scroller game made in a day using basic controls and Unity Assets.

- **PUP Navigation Map (2019)**

**Link:** <https://github.com/ronmattss/PUP-Main-Navigation-Map>

A basic navigation map made for our course requirement in Design and Analysis of Algorithms. Using A\* Pathfinding algorithm.

- **Sky Cube (2018)**

**Link:**

[https://drive.google.com/file/d/1qiaGXgD4uVHiyyb\\_naSxYPUPKOJVttFt/view?usp=sharing](https://drive.google.com/file/d/1qiaGXgD4uVHiyyb_naSxYPUPKOJVttFt/view?usp=sharing)

First Unity Game made, an endless game featuring a cube jumping on platforms endlessly.

- **MOBILE APP DEVELOPMENT**

- **Personal Academic Tracker (2021)**

**Link:** <https://github.com/ronmattss/Personal-Academic-Tracker-PAT>

A basic CRUD app that focuses on tracking your academic requirements and grades per subject. Made with Flutter with MySQL Database.

- **Mobile Student Information System (2019)**

**Link:**

[https://github.com/ronmattss/Flutter/tree/master/project\\_prototype/student\\_information\\_system](https://github.com/ronmattss/Flutter/tree/master/project_prototype/student_information_system)

A SIS clone made with Flutter for our final requirement in Object Oriented Programming.

- **WEB DEVELOPMENT**

**Personal Website**

**Link:** [shadedgames.azurewebsites.net](https://shadedgames.azurewebsites.net)

A personal website that showcases my current projects and other prototypes that I made throughout the years. Made with ASP.Net and hosted in Microsoft Azure.

**CERTIFICATIONS:**

Certificate of Participation “Computer Science Summit 2019” (2019)