

Ronnie James Panaligan

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[Ronniepanaligan.github.io](https://ronniepanaligan.github.io)

PROFILE

- Undergraduate Computer Science and Engineering student interested in a career as a backend or full stack developer.

EDUCATION

Bachelor of Science in Computer Science and Engineering

Expected Graduation Date: May 2018

University of California, Merced: Merced, CA.

Relevant Coursework: Data Structures, Computer Organization, Discrete Mathematics, Probability and Statistics, Databases, Algorithm & Design Analysis, Object Oriented Programming, Computer Architecture, Computational Cognitive Neuroscience, Databases

TECHNICAL SKILLS

Languages/Frameworks: C++, JavaScript, HTML/CSS, SQL, Java, PHP, AngularJS, React

Technologies: Eclipse, Microsoft Visual Studio, Atom, Adobe Photoshop/Muse/Illustrator

Operating Systems: Windows, UNIX/LINUX

EXPERIENCE

Backend Developer Intern

August 2017 – Present

ValetFix – Remote

- Responsible for contributing to the backend code the company's web application. Using NodeJs, ExpressJs, MongoDB and utilizing the Passport node package to develop a secure server for the main web application. Using Heroku for hosting.

Backend Developer

May 2017 – July 2017

Patel Tennis Academy – Remote

- Developed the backend portion of a Tennis academy's web application using a LAMP (Linux, Apache, MySql and PHP) server. Utilized several packages to implement authentication and used the Youtube Upload API to allow users to upload videos to Youtube using the web application.

PROJECTS

Google T-Rex Game

April 2017– May 2017

- Recreated the Google T-Rex Game using OpenGL and Microsoft Visual Studio including randomly generated obstacles. For Object Oriented Programming at UC Merced.

Food Friend

February 2017

- A mobile application that helps connect UC Merced students find a way to get food at the Dining Commons by meeting students who live on campus. Built on Android Studio and designed using Google's Material Design. Developed at HackMerced 2017.

DVD Database

December 2016

- A web application used to keep inventory of DVDs and record customer purchases. Developed the backend using a WAMP (Windows, Apache, MySql, and PHP) server and designed the frontend using MaterializeCSS. For Databases at UC Merced.

Housemate

June 2016

- A web application used to manage a household's monthly expenses, member's weekly duties and generate reminders for due dates. Built using Google's Material Design guidelines and the MEAN stack.