

Ronnie James Panaligan

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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

TECHNICAL SKILLS

Programming Languages: C++, JavaScript, HTML/CSS, SQL, PHP, Java, Python

Frameworks: Bootstrap, Node.js, Express.js, AngularJS, React, jQuery, Django

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

Operating Systems: Windows, UNIX/LINUX

EXPERIENCE

Backend Developer Intern

August 2017 – Present

ValetFix – Remote

- Collaborate with other developers to design and create the web application adaption of the company's mobile application.
- Developed the server using Node.js, Express and MongoDB and used Heroku hosting.
- Utilized the Stripe API to create fast and secure payments between users and clients.

Backend Developer

May 2017 – July 2017

Patel Tennis Academy – Remote

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

Web Master/Motion Graphic Master Intern

September 2016 – December 2016

Creekpointe Church – Merced, CA

- Update Website content daily or as information changes, collaborate with graphic designers for special events and conduct monthly website maintenance.

PROJECTS

Google T-Rex Game

April 2017– May 2017

- Collaborated in a small team to create an adaptation of the Google Chrome T-Rex Game.
- Developed by using C++, OpenGL and Microsoft Visual Studio.
- Designed algorithms to generate obstacles randomly and increase their movement incrementally.

Food Friend

February 2017

- Led a small group of programmers to develop an Android application meant to connect UC Merced students by sharing DC dollars at HackMerced 2017.
- Designed the frontend by following Google's Material Design Guidelines.

DVD Database

December 2016

- Managed a two person group to create a web application for the customers at a DVD rental shop for the final project of Databases at UC Merced.
- Developed the server using a WAMP (Windows, Apache, MySQL and PHP) stack and designed the client side using MaterializeCSS.