

Ronnie James Panaligan

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[ronniepanaligan](#)



[rpanaligan](#)

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, Probability and Statistics, Databases, Algorithm & Design Analysis, Object Oriented Programming, Computer Architecture, Introduction to Artificial Intelligence, Software Engineering

TECHNICAL SKILLS

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

Frameworks/Libraries: Bootstrap, Node.js, Express.js, AngularJS, React

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

EXPERIENCE

Solar System Performance Analyst

November 2017 – Present

University of California, Merced – Merced, CA

- Assisted a professor in quantifying the value of solar electricity generation by analyzing large datasets of solar electricity generation.
- Collaborated with another programmer to automate downloading and extracting data and performed several calculations using Python.

Role of GPL-1 Student Intern

November 2017 – Present

University of California, Merced – Merced, CA

- Utilized Python and JMP to identify patterns of substrate metabolism in a fasting-induced model of insulin resistance
- Responsible for evaluating metabolomics data using multivariate statistics

Backend Developer Intern

August 2017 – November 2017

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.

PROJECTS

UCM Registration System

August 2017 – December 2017

- Led a team to develop an alternative to the class registration system at UC Merced.
- Designed the system by using queues to manage students who attempt to register for a full class and dequeues once a student drops the specific class.
- Utilized MongoDB, Express.js, React.js and Node.js to construct the web application.

Google Chrome T-Rex Game

April 2017 – May 2017

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