

# Ronvic Ernest S. Cuevas

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## EDUCATION

**University of California, Davis**

**Davis, CA**

**Bachelors of Science, Computer Science**

Graduated June 2022

**Relevant coursework:** Gameplay Programming; Web Programming; Object-Oriented Programming; Data Structures; Algorithm Design & Analysis; Computer Networks; Artificial intelligence; Machine Learning; OS; Statistics and Probability

## SKILLS

- **Programming:** C++, C#, Python, Dart, R
- **Tech Stack:** HTML/CSS/JavaScript, JQuery, TypeScript, MySQL, Express.js, Node.js, Next.js, Nest.js, Firebase, RethinkDB
- **FrameWorks & Tools:** Git, Linux (Ubuntu), SwiftUI, ReactJS, BootStrap, UNIX, Rstudio, Visual Studio Code, Android Studio, Figma, Flutter, Xcode, Xlsx-Populate

## EXPERIENCE

**Software Engineer**

**Woodland, CA**

*Four Wheel Campers*

August 2022 - Present

- Maintained and Developed full-stack web applications, coding at all levels from database management (MySQL) to the backend (Node.js) to the front-end (HTML/CSS/Javascript) to create an efficient system for every department of the company: Sales, Services, Production, Accounting, Engineering, Administrator.
- Collaborated with other engineers (i.e. mechanical) to put their new implemented CNC Drawings or fixes into the web application system and communicate with every department to create a new idea on how to improve their web application system.
- Created database schemas and wrote efficient retrieval queries in MySQL for various large scalable business requirements.

**Software Engineer Intern**

**Davis, CA**

*EyeVocab (Language Center, UC Davis)*

January 2022 - March 2022

- Collaborated with two interns and the lead programmer to develop EyeVocab project which is a cloud-based, open-source, digital vocabulary program, designed for students to learn, practice, and test their knowledge of target language lexical items. The program features spaced repetition, custom learning schedules, simultaneous engagement of seeing, hearing, and typing L2 vocabulary in order to maximize long-term lexical retention.
- Implemented the web application using TypeScript/JavaScript, HTML, CSS and ReactJS Framework for the Front-End development. We use RethinkDB as our main source of Database, and using Express.js, Node.js, Next.js, and Docker for the backend development.

**Software Developer**

**Davis, CA**

*OpportunityKnocks*

May 2021 - November 2021

- Designed and implemented the UI/UX of the app using Flutter and Dart languages to connect student-athletes to sponsors.
- Implemented the back-end of the app using Firebase in order to make user profiles and Discount postings.
- Worked with a team of 4+ developers to make an app in order to provide compensation to student-athletes and benefit businesses.

## PROJECTS

**KnightQuest** – <https://github.com/ronvic12/KnightQuest>

**Davis, CA**

*(Gameplay Programming, independent work)*

May 2022 - June 2022

- KnightQuest is a 2D platform gameplay with simple sword combat mechanics. The goal of the game is to traverse various obstacles and enemies in order to save the royal family. Worked with 5 people, contributed by implementing User Interface, Map Level Design and Narrative Design.

**Connect4AI** – <https://github.com/ronvic12/Connect4-ai-v2.0>

**Davis, CA**

*(Artificial Intelligence, independent work)*

February 2022

- Built two types of AI agents: Minimax AI agent and Alphabeta AI agent. The main goal is to learn the fundamentals of Minimax and Alphabeta for two player games

**MyExposure** – <https://github.com/ronvic12/MyExposure>

**Davis, CA**

*(HACKDAVIS, independent work)*

February 2022

- Created a website using HTML/CSS/JS, Python Flask in order to know the exposure risk to help people make smart decisions meeting with their social buddies.