# RYMARK RECAPLAZA

#### **OVERVIEW**

Full name: Rymark Salimbagat Recaplaza

Gender: Male

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## **CAREER OBJECTIVES**

I am passionate about technology, and a programmer seeking to continuously enhance my skills and knowledge in order to contribute to the development of innovative software solutions and positively impact the success of your organization. And apply my problem-solving abilities and creativity to create efficient and user-friendly software applications.

### **TECHNICAL SKILLS**

OS		Windows 7, Windows 10, Windows 11
Programming		Python, C++, Java, HTML/CSS, JavaScript
Languages		
Methodologies	&	OOP, Visual Studio Code, PyCharm, MS Office, Eclipse, Sublime,
Tools		Dev-C++, Bootstrap Framework, Photoshop, Premiere Pro

### **WORK EXPERIENCE**

**July 2022 - August 2022 Information and Communication Technology** 

Unit (ICTU) at the Department of Public Works and Highways – Antique District Engineering Office (DPWH-Antique DEO)
-Computer Maintenance Technologist Intern

- Manage and perform maintenance to network, desktops, printers, power supply, servers, and other network and computer equipment.
- Conduct inventory of all hardware, telecom equipment, network, and software.
- Receive calls from different offices and provide a solution or information for their inquiries

## **PROJECT**

Project: AutoTrashBin: Automatic Wastes Management System with

the Aid of Computer Vision

Description: It is a device-wheeled bin that has four partitions inside and

uses the camera to classify the trash whether it is

Biodegradable, Recyclable, Residual, and Special Waste.

Duration: 5 months
Team size: 4 members

Responsibility: System Developer/Programmer

• Create a code for the system.

• Develop the system device prototype.

Technologies: OpenCV, Python, C++, Raspberry Pi, Arduino Uno, Numpy

#### LANGUAGE SKILLS

Filipino: Native language

English: Good at verbal English, able to read/write technical

documents

## **EDUCATION/QUALIFICATIONS**

June 2019 – July 2023 **University of Antique** 

**Bachelor of Science in Computer Engineering** 

June 2017 – May 2019 Antique National School

Science Technology Engineering and Mathematics (STEM)

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# OTHER SKILLS/SPECIAL ACHIEVEMENTS

- Good soft skills, teamwork
- Fast learner, self-motivated
- Problem-Solving
- Dean's Lister for 1st semester AY 2022-2023 and Best Research Paper Awardee

I hereby certify that the statement, data, information, and documents stated and attached herein are the factual truth to the best of my knowledge.

REFERENCES, available upon request

Rymark & Recaplaza
Applicant's Signature