

Ronny Ritprasert

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Education:

California State University, Sacramento

August 2018 - May 2021

- Bachelor of Science, Computer Science
- Cumulative GPA: 3.444; Dean's List (Fall 2018, 2019, 2020)

Relevant Coursework: Object Oriented Game Design, Data Structures and Algorithms, Computer Game Architecture and Implementation, Computer Organization, Software Engineering, Systems Programming in Unix, Computer Architecture, Advanced Databases

Work Experience:

Zoom Video Communications, Software Engineer | Java, Vue.js, Python, AWS

August 2021 - Present

- Developed a project responsible for managing the blocking system affecting 100% of Zoom users
- Constructed various APIs, allowing seamless communication between teams
- Created a search feature utilizing Elasticsearch to filter 1000+ in-meeting participants by specific fields
- Collaborating in a DevOps environment, leveraging Terraform for AWS infrastructure updates
- Utilized asynchronous messaging to provide quick response times through internal software
- Proactively managing and resolving security vulnerabilities using Prisma, Blackduck, and Checkmarx
- Configured alert mechanisms to promptly notify Zoom employees of critical issues

Intel Corporation, Software Engineering Intern | Splunk, Python, AngularJS

June 2020 - December 2020

- Cooperated well with a team of 14 using agile/scrum software development practices
 - Developed an automated driver installation plugin using Windows commands in Python
 - Generated usage statistics independently using Splunk to aid the team in determining future decisions
 - Debugged and completed tasks such as UI fixes and refactoring AngularJS code
 - Gathered information from ticket reporter when requirements were unclear
 - Used Git to develop code in branches and pushed changes for teammates to review through an external tool
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Projects:

Assessmentandcareteam.org | MERN stack

August 2020 - May 2021

- Assembled a team of 7 to develop a website with stakeholder needs
- Implemented front-end pages using CSS and rules set up by team
- Used Gitlab and Flyingdonut to follow the SCRUM agile framework

RonnyPets | HTML, JavaScript, NodeJS, ExpressJS, Socket.IO

March 2020 - April 2021

- Designed and hosted a Neopets-like browser game through Heroku
 - Uses PostgreSQL to store user persistent data such as in-game currency and the user's inventory
 - Created server-side TicTacToe game for users to play against each other in real-time through sockets
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Languages and Technologies:

Proficient: Java, Spring Boot

Familiar: HTML, CSS, Python, JavaScript, Vue.js, FreeMarker, SQL, Processing, Splunk, NodeJS, ExpressJS, AWS, Terraform, Elasticsearch, Jenkins, Grafana, Zebra, Kubernetes

Skills: Vim, IntelliJ, PyCharm, Git, Linux, Windows, MacOS, Android, Docker, Postman, Gradle, Maven, Zendesk, ServiceNow