

Address
109 du Manoir, Léry
Québec, Canada

Ricardo Liganor

Software Engineer

Telephone
514-691-0741

Mail
ricardo.liganor@
hotmail.com

Websites
iricardo.com
linkedin.com/in/
Ricardo-Liganor
github.com/Ricklig
ricklig.itch.io
devpost.com/Ricklig

Programming
C#
C/C++
JS/NodeJS
Java
React-Native
Python
PHP
HTML/CSS/jQuery

Engines
Unity
Unreal
PixiJS
OpenGL

Applications
Git/Github
Android Studio
Docker
Travis CI
Jenkins

Databases
MongoDB
MySQL
FireBase
AWS

Education

2013 - 2019 **Bachelor's Degree in Software Engineering** [Concordia University](#)
- 2013-2014 Computer Science
- 2014-2019 Software Engineering
- Engineering Games Delegate

2011-2013 **Diplôme d'Études Collégiales (DEC)** [Marianopolis College](#)
- Social Sciences Degree in Commerce

2011 **Diplôme d'Études Secondaires** [College International Marie de France](#)

Experience

08/18 - Now **Web Developer** [Lightspeed](#)
- Developed websites for clients using agile methodology
- Created various custom plugins in PHP or JavaScript
- Participated in biweekly retrospective meetings and daily scrums

11/16 - 08/18 **Information Technology System Specialist** [Clinique 1037](#)
- Provided quick and efficient system application operations

08/14 - 01/15 **Junior IS Analyst - Internship** [ABB](#)
- Co-developed core application with team using agile methodology
- Managed system maintenance to roll out scheduled updates
- Performing company wide presentations in both English and French
- Improved support ticket wait time through filter system

GameJams

2019 **Ubisoft Game Lab 2019 - Fastened Furious** [Unity, C#, Photon Networking](#)
- Built a local Coop - Online multiplayer racing game utilizing both aspects
- I was the Network integrator on the team
- Created an integration with Twitch streaming services to have fan interaction
- Networked the player interactions such as physics movements

2019 **MTL GameJam - Hopping to Return** [Unity, C#](#)
- Project Manager of a team that created an Art based Point-and-Click game
- Created a 3D image of a 2D game to apply specific path finding
- Created a point and click mechanics using generic interfaces

2019 **13e Creative Jam - Operation Double** [Unity, C#](#)
- Developed a 3D Museum Robbery game that implemented enemy AI
- AI developed using behaviour trees and decision making algorithms
- Implements a difficulty increases with player skill rating

OS Experience

Windows ★★★★★

MacOS ★★★★★

Linux ★★★★★

Languages

English ★★★★★

French ★★★★★

Japanese ★★★★★

2018

McGame Jam 2018 - Battle Bard

[JavaScript](#), [PixiJS](#), [Docker](#)

- Rhythm web game, developed using PixiJS in 48 hours
- Created a custom songs with notes to be played - Guitar Hero style
- Created a RPG style mini-game for menu system
- Procedurally generated world gives players a different challenge every game
- Team lead of seven members, with all music and graphics created in-house

2018

Concordia Makes Games - Llama Trauma

[C#](#), [Unity](#), [Visual Studio](#)

- Prototyped a working platformer level with multiple challenges for players
- Created controls that work for single player and multiplayer CO-OP
- Co-team lead of 3 members, with all music and animations created in-house

Software Projects

2019

Virtual Emblem

[C#](#), [Unity](#), [SteamVR](#)

- Tactical RPG with VR integration and turn based strategy
- Game features enemy AI using Hinted Behaviour Trees
 - Players and AI utilize path finding systems
 - AI is plotted to make strategic pushes onto the player

2019

Kapeco Coffe Shop App

[NodeJS](#), [React Native](#), [MongoDB](#), [Stripe Payments](#)

- Created a Coffee order app for local coffee shop
- App can reserve quiet rooms with digital tokens
- App developed for Android and iOS

2018

Google Games

- Third Place finish

2018

Dungeon Multiplayer Game

[C#](#), [Unity](#), [UNet](#)

- Four-player Online Multiplayer arena combat game
- Game features procedurally generated dungeons and an economy system
- Implemented all Network Code and created a 4 player experience

2018

Wikipedia Mobile App

[Java](#)

- Understanding, testing and modifying large pre-existing application
- Implementing new features, and debugging old code

2017

Yale Hack Challenge Winner

[Python](#), [MongoDB](#), [HTML](#), [CSS](#)

- FINRA Big Data challenge winner
- Implemented a system that plots an interaction diagram between data sets

2017

Ultimate Car Game

[C++](#), [OpenGL](#)

- Interactive car game created using C++ and OpenGL engine
- Gameplay features interactive play, dynamic lighting including shadows, music, highscores, and much more

2017

Ubisoft Technical Challenge - 2nd Place

[Python](#)

- Developed a translation algorithm that allows in game subtitles to be translated to other languages
- Implementation was successful for multiple different languages.