

Ron Lester Crisostomo

Personal Info

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Portfolio

roncrisostomo.github.io

Profiles

linkedin.com/in/ron-lester-crisostomo

github.com/roncrisostomo

Technical Skills

Proficient in:

C#/C++	Visual Studio
Git	Qt Creator
Azure	Avalonia

Prior experience in:

Python	Unity
C	Java
HTML/CSS	Assembly

Languages

English: *Fluent*

Filipino: *Native*

Japanese: *JLPT N2*

Education

B.S. in Electronics and
Communications
Engineering
University of the
Philippines Diliman

C#/C++ DevOps engineer with 12 years of experience in software development

Experience

**May 2023 –
present**

R&D Engineer

ACSL Ltd. (Japan)

- Took charge of development of TAKEOFF, ACSL's proprietary Ground Control Software (GCS) for remote management of drone systems, mission flight planning, and monitoring of machine vision
- Coordinated with outsource software team and in-house teams in charge of flight controls and machine intelligence for the aerial photography drone SOTEN and Japan Post delivery drone JP2
- Led application-side integration of FAA Remote ID compliance into company's drone technology, ensuring regulatory adherence and facilitating entry into the US and Taiwan markets
- Orchestrated seamless alignment of application with hardware components like camera, wireless transmitter, battery, and propo in collaboration with partner companies such as Yamaha and Xacti

**Jan 2022 –
April 2023**

Project Sub Leader – Development Division

i-BRIDGE Inc. (Japan)

- Managed a team of 8 developers and flexible-size offshore QA team
- Integrated a system of 4 subprojects: PC app, device control plugin, device emulator, and virtual COM port
- Migrated project management system from Waterfall & Excel to Agile using Azure DevOps
- Set up CI/CD with build & deploy on Win 11, Mac Intel, and Mac M1
- Created Q&A system with auto notifications using Power Automate
- Analyzed project requirements from specification documents and regular meetings with clients in Japanese

**June 2019 –
Dec 2021**

Software Engineer

i-BRIDGE Inc. (Japan)

- Developed a cross-platform desktop app for interface and control of high-performance optical devices
- Upheld end-to-end quality for Windows touchscreen app, with zero reported issues on client side
- Maintained code modularity using unit tests (NUnit, QTest)
- Automated testing, builds, and releases using Jenkins and GitLab CI
- Visualized 3D LiDAR output using Linux on Jetson Nano and Docker

**May 2015 –
June 2019**

Game Developer

Freelance via Upwork, Mega Cat Studios

- Developed 7 games for iOS/Android and 1 cross-platform for consoles
- Designed dialogue system with branching support for NPC interactions and quests
- Implemented AI, collision, and animation systems for enemies and multiphase bosses
- Improved loading speeds by 200% by breaking up resource loading into smaller batches

**May 2012 –
April 2015**

Game Developer Team Lead

Skillshot Labs, mobile game startup

- Mentored 4 junior programmers, gave code reviews and performance evaluations
- Published 18 games for iOS/Android in programmer and QA roles