

Eduard Bryan P. Rivera

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Portfolio: ebprivera.github.io/portfolio

PROFESSIONAL EXPERIENCE

WPH Digital

Analyst Programmer II

January 2024 – August 2025

- Developed various POC projects with NextJS showcased in roadshows to test the viability of AI in certain use-cases
 - Worked with DevOps team to setup integration of AWS and Azure cloud services
 - Developed modules related to AI and database integration with AWS Bedrock, AWS DynamoDB, and Azure OpenAI
 - Setup AWS Bedrock Knowledge Base for RAG architecture to narrow down AI's reference for specific use-cases
- Spearheaded an internal POC project to automatically track tasks of employees from their conversations in emails and Teams messages
 - Responsible for creating the solution architecture and flow plan for the application
 - Lead a team of three to five to develop a Teams bot application using Copilot Studio, Power Automate, Azure OpenAI Services, and Azure Function App
 - Worked with DevOps to setup Power Platform Environment and Azure App Registration
- Maintained a small logging feature, making changes and fixes using .NET and SQL Stored Procedures to satisfy client requirements
- Worked on Power Automate flows and Pages in a Power Platform POC to test its viability in an existing business solution for a client
- Mentored and trained new developers, teaching them basic concepts and principles through NextJS and .NET

University of the Philippines Baguio

Research Assistant

October 2020 – January 2023

- Managed content for University Website using Joomla CMS
- Assisted in preparing the rework of the University Website by providing layout design and relevant content for initial population
- Created the University's online repository for the official *Ti Similla* newsletter, issues, and publication using Wordpress

FullSuite

Junior Developer

September 2019 – September 2020

- Assisted in building and maintaining front end of internal payroll app and employee management app using React, optimizing and refactoring existing components for the convenience of the user
 - Developed and deployed mobile version of internal payroll app using React Native
 - Developed web-based BIR fillable form using React for internal use
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PERSONAL PROJECTS

Fateful Architecture Character Sheet

- Developed an online character sheet using React for ease of use for players of a custom TTRPG system, increasing the overall playtime while reducing time taken for setup

Fateful Utility Belt

- Developed an online repository using Next.js for miscellaneous tools used for tedious tasks related to a custom TTRPG system

Pick Sword, Kill Slime

- Developed and released a simple top-down 2D game using Unity where players must collect weapons to defeat enemies in order to increase their score
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SKILLS

- React, Node.js, .NET, Godot, SQL, AWS, Azure, Power Platform
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EDUCATION

University of the Philippines Baguio
Bachelor of Computer Science

June 2019

CERTIFICATIONS

Computer Science for Game Development
HarvardX in collaboration with edX

March 2023

Microsoft Certified: Power Platform Functional Consultant Associate
Microsoft

January 2025

AWS Certified AI Practitioner
AWS

June 2025

