

Juan ORTIZ

Software Developer

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Lerma de Villada, México
23 años



My main interests are software development, video games, mixed reality applications and frontend development. I like develop video games, In recent years I have done many projects inspired by my favorite genres, most of them using Unity 3D. My preferred programming language is C#. I also have experience in web development as a frontend developer using Angular 7 and Bootstrap 4, HTML5, CSS3. I have worked in small teams from 4-12 nakamas and I have experience using Windows, MacOS and Linux systems.

SKILLS

Programming	Microsoft .Net (C#), C++, Typescript, Javascript, Ruby, Lua
Front-end	HTML, CSS, SCSS, jQuery, Bootstrap 4, Angular Material
Frameworks	Angular, AngularJS, Django, SDL2
Game Engines	Unity, Xenko, LÖVE, Godot
Development tools	Git, Bash, Visual Studio Code, Trello, Jira, Slack
Operating systems	MacOS, Linux, Windows
Other	Adobe XD, Vuforia

PROFESSIONAL EXPERIENCE

Present December 2018	Software Developer Front-End Developer, KAVAK, Mexico <ul style="list-style-type: none">> Web Platform Construction> Development of internal use applications> Implementation, analysis and delivery of bug fixes on business applications> Work methodologies for internal use <div>HTML SCSS Bootstrap 4 Typescript Angular 8</div>
September 2017 May 2017	Front-End Developer, GUIKIFIX, Venezuela <ul style="list-style-type: none">> Definition of the website structure> Web Platform Construction> Bring the design to code <div>HTML SCSS Bootstrap 3 JavaScript AngularJS</div>
July 2017 June 2017	Front-End Developer, GYM 398, Venezuela <ul style="list-style-type: none">> Bring the design to code <div>HTML SCSS Bootstrap 3 AngularJS</div>
September 2017 August 2017	Front-End Developer, ACTA CIENTÍFICA VENEZOLANA, Venezuela <ul style="list-style-type: none">> Build a renewed version of the website> Development of graphic design of the application <div>HTML SCSS AngularJS AngularJS Material</div>
August 2017 August 2017	Front-End Developer, CAMPAMENTO SAGARMATHA, Venezuela <ul style="list-style-type: none">> Definition of the website structure> Development of graphic design of the application> Bring the design to code <div>HTML SCSS AngularJS AngularJS Material Adobe XD</div>

LANGUAGES

Spanish ●●●●●
English ●●●○○

+ FORCES

- > Passionate
- > Motivated
- > Autonomous

EDUCATION

2019 Universidad Simón Bolívar - Venezuela. B.S in Computer Science. GPA : 3.8877/5

PROJECTS

CROWD SIMULATION

2018 - 2019

[▶ View On YouTube](#)

Research about crowd simulation models and development of a crowd simulation model.

Unity C# AI Agent-Based

BATTLE CARD GAME CLONE BASED IN YU-GI-OH

2018

[▶ View On YouTube](#)

Card battle game based on the game Yu-Gi-Oh : The Duelist Of The Roses.

Unity C#

CAZA A CASA

2017 - 2018

[▶ View On YouTube](#)

A 2D game platformer inspired by petroglyphs, figures engraved in stone thousands of years ago.

Unity C# Game Design Level Design

GAME AI TOPICS

2017

[▶ View On YouTube](#)

A couple of AI behaviors and techniques used to create a game prototype that include steering behaviors, automatic generation of navmesh voxel based from scratch and integration with A* algorithm, and implementation of FSM to allow NPC can make decisions according to the game's state.

Unity C# Steering Behaviors FSM Navmesh Game Design