Juan ORTIZ
Software Developer

🔗 jotaate.github.io   in linkedin.com/in/jotaate   ⌂ github.com/jotaate
📱 +52 1 55 7863 7376   ✉ jotaatepe@gmail.com
📍 Mexico City, México

I am a software enginner specialized in frontend web development, with a solid and practical experience in construction of web applications. Also I am enthusiastic about Computer Graphics, Augmented Reality and Game Development. I like solving problems in a optimal way to bring efficient solutions.

☰ SKILLS

Programming	C#, C++, Typescript, Javascript, Ruby, Python, Lua
Front-end	HTML, SCSS, jQuery, Bootstrap 4, Angular Material
Frameworks	Angular, Stencil, SDL2
Game Engines	Unity, Godot
Development tools	Git, Bash, Jira, Slack
Operating systems	MacOS, Linux, Windows
Other	Adobe XD, Vuforia

💼 PROFESSIONAL EXPERIENCE

Present
December 2018

Software Developer | Front-End Developer, KAVAK, Mexico
- › Construction of kavak.com web platform.
- › Requirements gathering.
- › Translation of design into reusable components.
- › Implementation of new funtionalities, maintenance and support of applications.
- › Design and develop modern web applications for multiple mobile and desktop. devices, taking special attention to responsive design.
- › Bring design to code and create the logic for components and layouts.
- › Organizing and planning tasks during sprint following SCRUM Methodology.
- › Document code consistently throughout the development process.
- › Make code reviews and share my knowledge with others developers.
- › Work with large teams.

`Typescript` `Javasript` `Angular` `Stencil` `React` `RxJs` `Strapi` `HTML` `SCSS` `Bootstrap 4`

September 2017
May 2017

Front-End Developer, GUIKIFIX, Venezuela
- › Definition of the website structure
- › Web Platform Construction
- › Bring the design to code

`HTML` `SCSS` `Bootstrap 3` `JavaScript` `AngularJS`

July 2017
June 2017

Front-End Developer, GYM 398, Venezuela
- › Bring the design to code

`HTML` `SCSS` `Bootstrap 3` `AngularJS`

September 2017
August 2017

Front-End Developer, ACTA CIENTÍFICA VENEZOLANA, Venezuela
- › Build a renewed version of the website
- › Development of graphic design of the application

`HTML` `SCSS` `AngularJS` `AngularJS Material`

August 2017
August 2017

Front-End Developer, CAMPAMENTO SAGARMATHA , Venezuela
- › Definition of the website structure
- › Development of graphic design of the application
- › Bring the design to code

`HTML` `SCSS` `AngularJS` `AngularJS Material` `Adobe XD`

🌐 LANGUAGES

Spanish ●●●●●
English ●●●○○

🎓 EDUCATION

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

➕ FORCES

> Passionate
> Motivated
> Autonomous

💻 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 techniches 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`