ABRAHAM DUNO
Full-Stack Multi-Platform Web, App & Game Developer

SUMMARY
Developer with 6+ years of experience in back-end and front-end multiplatform development.

LANGUAGES
- Spanish (Native)
- English (Advanced)

KEY SKILLS
- Expert in creating engaging and interactive websites, apps, and games
- Highly experienced in developing EVM-readable smart contracts
- Excels at team projects and leadership
- Expert in intuitive and reactive web layout development
- Skilled in many frameworks (Next.js, Laravel, Hardhat)
- Veteran in native JS and many of its libraries (Vue, React, ThreeJs, Express, jQuery)
- Proficient and creative in all aspects of MVC project creation, including design and development from scratch
- Experienced in building cross-platform PWAs with frameworks such as Ionic and Xamarin
- Knowledgeable in ECommerce packages like Wordpress & Prestashop
- Skilled in mobile application offline/online database design and development

EDUCATION
Bachelor in Computer Science (Universidad de Oriente 2017/01 – 2018/04)

WORK EXPERIENCE

Multiplatform Mobile Web/App Developer
FlexCode (2017/01 – 2018/04)
- Front-end development in several websites using Bootstrap, Semantic UI, and other front-end frameworks
- Full-stack development for cross-platform PWA applications using Ionic and Xamarin
- Advanced JS development for admin panel tools

Full-Stack Web Dev & Multiplatform Mobile App Developer
Digilink C.A. (2018/04 - Present)
- Cross-platform application development using Xamarin and SQLite with offline data synchronization
- Web apps for clerking using vanilla JS
- Web-Admin tools for employee scheduling, payroll reporting, and more; using Laravel, MySQL, Vue 2, and Semantic UI
- Full-Stack Development of E-commerces, portfolios, and blogs using Wordpress and Prestashop

TECH STACK

Languages
- Javascript & Typescript
- Solidity
- Python
- PHP
- C#
- HTML5 & CSS3
- GDScript
- Pinescript

Libraries and Frameworks
- Three.js
- Hardhat & Truffle
- Laravel
- Wordpress & Prestashop
- Node & Express
- Next.js
- Socket.io
- React, Vue & Bootstrap
- Xamarin (.NET) & Ionic (Angular)
- jQuery & jQueryUI

Database and Cloud Services
- MySQL
- PostgresSQL
- SQLite
- Supabase

DevOps Tools
- Bitbucket
- Github & Gitlab
- Trello & Jira

ABRAHAM DUNO
General Artist, Sculptor, Modeler & Animator. Texturing & Rendering.

SUMMARY
General Artist with over a decade of experience in 3D modeling & sculpting, rigging & animation for characters, real estate, motion graphics, game dev, as well as web layout design and 3D web development.

LANGUAGES
- Spanish (Native)
- English (Advanced)

KEY SKILLS
- Expert in design and creation of characters, scenes, and creatures
- Highly experienced in sculpting, modeling, and texturing for game-dev and 3D printing
- Excels at motion graphics design & production
- Skilled in many areas of architectural design and real estate rendering
- Proficient in several software like Blender, ZBrush, and After Effects
- Knowledgeable in 3D Web Design & Development for Web Apps & Games

EDUCATION
Self Taught

TECH STACK

3D Design, Sculpting & Modeling
- Blender
- ZBrush
- Sculptris
- Cinema 4D

Video & Photo Editing
- Photoshop
- GIMP
- Premier Pro
- After Effects

Animation
- Blender
- Cinema 4D
- Mixamo