



# JONATHAN ROJAS

## SOFTWARE ENGINEER

### ➤ PROFILE

I'm a professional software engineer, that can plan, manage and develop software. I like to solve challenging problems efficiently and effectively. I always try to put the highest quality standards and attention to detail in everything I work.

### ➤ SOFT SKILLS

Adaptability, attention to detail, creativity, problem-solving, desire to improve.

### ➤ EDUCATION

#### INGENIERÍA EN SISTEMAS Y SISTEMAS

at "Universidad San Carlos de Guatemala".  
2014 - 2021

### ➤ LANGUAGES

Spanish

English

### ➤ CONTACT

✉ 94.jrojas@gmail.com

📞 +502 3793-6969

📍 Chiquimula, Guatemala.

### ➤ SKILLS

#### GAME DEVELOPMENT

- Unity
- AdMob
- PlayGames SDK
- Node Js
- React Js
- Mongo DB
- Playfab
- Mirror Networking
- Redis
- SocketIO
- Stripe

#### WEB AND BACKEND DEVELOPMENT

- Node Js
- React Js
- Next Js
- PHP
- MySQL
- Mongo DB
- Firebase
- JavaScript
- TypeScript
- Digital Ocean
- AWS
- Docker
- Kubernetes

#### APP DEVELOPMENT

- Java
- .NET C#

#### TRABAJO EN EQUIPO

- Git
- Trello

### ➤ EXPERIENCE

#### 2018 - 2022 | RADIOACTIVE GAMES

Game designer and developer

- Gods of the Eternal (Juego de PC multijugador)
- Wildboys (Juego móvil Android PlayStore)

[www.radioactivegames.net](http://www.radioactivegames.net)

#### 2021 - 2021 | COOAJO R.L. ESQUIPULAS

Technical support and monitoring system

- Research and project planning.
- Development of technical support system
- Development of management monitoring system.
- Frontend and backend creation.
- Training of personnel on the use of the system.