ANGELICA CUADRADO RODRIGUEZ

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Firmware and Software Engineer
Full Stack Developer || Game Programmer || Analytical thinking

PROFILE

Multidisciplinary professional with expertise in software development, biomedical engineering, and electronic engineering. A versatile **Software Developer** with a strong foundation in game development, programming, and technical documentation. Proficient in multiple programming languages and tools, with a keen eye for quality assurance and innovation. Skilled at creating **intuitive interfaces** and integrating hardware and software solutions.

HIGHLIGHTS OF QUALIFICATIONS

o **Programming and Web Development:** Proficient in **C#, C, Python, Java**, **J2EE** and experienced in web-based development using **HTML5, CSS, JavaScript, Angular, React, Blazor, Bootstrap**, and GUI with **PyQT5.**

o **Database Management:** Skilled in the administration, seeding, and maintenance of large-scale, mission-critical databases using SQL.

o **Technical Documentation:** Expertise in creating and maintaining comprehensive technical documentation, including SRS and SV&V documents.

o **Software Testing and Quality Assurance:** Systematic debugging procedure including code reviews, unit testing, and utilizing debugging tools.

o **Game and Simulation Design:** Proficient in game design fundamentals, 3D graphics programming, simulation development using **Unity** and **Unreal Engine**.

o **External API Integration:** Implemented APIs for payment processing, data retrieval, and third-party services.

o **Hardware-Software Integration and Microcontroller Expertise:** Proficient in developing and programming projects using Raspberry Pi, Arduino, and the STM32 microcontroller family.

o **Circuit Design & Simulation:** Proficient in Proteus and Matlab for circuit design and analysis.

RELEVANT EXPERIENCE

Software Design Engineer Intern I Theralase Technologies Inc., Toronto, ON   *(PT)*   May 2024 - Present
o Responsible for testing firmware for new laser equipment, ensuring functionality and reliability.
o Developed graphical user interfaces (GUIs) for the engineering team, enhancing usability and efficiency.
o Managed and updated the company's official website using WordPress, ensuring content accuracy and functionality; use various plugins to enhance website performance and user experience.
o Created and maintained comprehensive Software Requirements Specifications (SRS) documents.
o Conducted meetings with the CEO for project approvals and updates, ensuring alignment with company goals.
o Implemented systematic debugging procedures to identify and resolve issues efficiently.

Game Tester | PlaytestCloud, Remote (PT)   Sept. 2023 – Sept.2024
o Conducted thorough playtests for various mobile and web games, providing detailed feedback on gameplay, user experience, and potential issues.
o Identified and reported bugs, glitches, and other issues to developers, contributing to the improvement of games.
o Analyzed and documented user experience, offering suggestions to enhance design and player engagement.
o Evaluated gameplay mechanics and balance, ensuring a smooth and enjoyable player experience.
o Tested new game features and updates, providing feedback on functionality and user experience.

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EDUCATION

Game Programming (Co-op) Advanced Diploma Sept 2023 - Ongoing
Centennial College, Toronto, Canada

Bachelor of Electronic Engineering Feb 2018 - Dec 2021
Universidad ECCI, Bogotá, Colombia

Technology in Electromedicine Advanced Diploma Feb 2016 - Dec 2019
Universidad ECCI, Bogotá, Colombia

System Technician Diploma Nov 2011 - Nov 2013
SENA (Servicio Nacional de Aprendizaje), Bogotá, Colombia

SELECT PROJECTS

IoT Integration Project:
- Developed a Device Software Interface (DSI) using Raspberry Pi for a laser control engine at Theralase.
- Created a graphical user interface (GUI) in PyQT5 and Python for basic firmware control.
- Enabled efficient and user-friendly operation of the laser system.

Sales Automation System:
- Developed a system to automate sales agreements and payments for new contracts at Theralase.
- Designed a form for sales personnel to input customer information using PyQT5 and Python, and encrypted and sent customer information via email.
- Processed data on the backend using C#.
- Developed a web portal for users to check payments, contracts, and shipping labels, and was responsible for the logic and UI design of the web portal app.
- Supported the main developer with SRS documentation, API implementation, and billing logic.

Game Development Project:
- Collaborated in a team of four to develop a 2D platformer game using Unity.
- Designed background assets and menu navigation.
- Scripted game logic and mechanics using C#.
- Integrated sound effects and animations to enhance user experience.

ADDITIONAL EXPERIENCE

Host | Baro Restaurant, Toronto, ON Sept. 2023 - Aug. 2024
- Greeted and seated guests, managed reservations, and coordinated with staff for smooth service.

Sales Executive, Dermatological Equipment | EcoAmerica SAS, Bogotá, Colombia May 2018 - June 2023
- Developed treatment protocols, handled and maintained laser equipment, trained doctors on equipment use, promoted to commercial consultant, provided customer service, and managed sales admin tasks.