

# Elena Guzmán Blanco

.NET developer

## PERSONAL DETAILS

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<i>Birth</i>	May 5, 1993
<i>Phone</i>	628 76 09 15
<i>Mail</i>	elena.guzbla@gmail.com
<i>Linkedin</i>	linkedin.com/in/elena-guzman-blanco
<i>GitHub</i>	github.com/Beelzenef
<i>Blog</i>	geekstorming.wordpress.com

## EDUCATION

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<b>Higher Education in Crossplatform Development</b> <i>IES Portada Alta</i> CSharp and Android applications development, markup languages, databases management, web development, ERP, game development with Unity3D, multi-threaded programming, Object Oriented Programming	2015-2018
<b>Higher Education in Network Systems Management</b> <i>IES Jesus Marín</i> Operating system management (Windows Server + GNU/Linux), hardware maintenance.	2014-2015
<b>Vocational Education in Microcomputer Systems</b> <i>IES Belén</i> Informatic security, local networks, hardware maintenance, network services, operating system administration.	2012-2014
<b>General Certificate of Education</b> <i>IES Litoral</i> Biology, chemist, mathematics, life sciences.	2010-2012

## WORK EXPERIENCE

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<b>Copywriter</b> <i>idiWork</i> Writing and creating audiovisual content about videogames, game development and augmented reality	july 2019-present
<b>.NET developer</b> <i>Bravent</i> Programming with Microsoft technologies and more. .NET Core, SQL Server, Entity Framework Core, Angular 6, Xamarin.Forms	january 2019-present
<b>Java programmer</b> <i>Intendia</i> Web development with JEE and Google Web Toolkit (GWT)	may-december 2018

**Robotics instructor**

june 2017

*Robonautas*

Teaching robotics, game development and programming to students

**Writer**

2014-present

*Freelance*

Storytelling, worldbuilding, tabletop roleplaying games creation.

**SKILLS**

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*Social*

Spanish (mother tongue), English (fluent)

*Technologies*

CSharp, WPF, MySQL, SQLite, HTML5, CSS3, Javascript, Java, Android, Blender3D, PHP, Laravel, Unity3D, Wordpress, GNU/Linux, XML, XQuery, Git, Xamarin.Forms, mongoDB, Godot Engine, Python

**CERTIFICATIONS AND COURSES**

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**Conceiving a New Game: Tips for Aspiring Designers**

april 2018

*Udemy***Godot Game Engine - The Complete Course**

march 2018

*Udemy***Go Beyond Gamification with Gameful Learning**

august 2017

*MichiganX***Introduction to Game Design**

august 2017

*Massachusetts Institute of Technology***Fundamentos de Kotlin**

july 2017

*Udemy***Google Drive for Teachers**

july 2017

*Udemy***Intro to Python for Data Science**

julio 2017

*DataCamp***Master Google Classroom**

july 2017

*Udemy***Moodle: From Novice Teacher to Online Educator**

july 2017

*Udemy***Minecraft, Coding and Teaching**

july 2017

*edX*

**Learn Python programming**  
*Udemy*

june 2017

**Introduction to TypeScript**  
*Udemy*

may 2017

**Mobile App Design: From Sketches to Prototypes**  
*Udemy*

may 2017

**Introduction to Python for Ethical Hacking**  
*Udemy*

april 2017

**Introducción al desarrollo web**  
*Activate Google*

july 2016

**Introduction to Linux**  
*edX*

may 2015