Miguel Guerra

Software Engineer
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SKILLS

- Java
- C# (Unity)
- REST APi
- Agile (Jira)
- Node & React (Wordpress)
- HTML/CSS/JS (Shopify)
- Fluent in Spanish

PROJECTS

Android Mobile App @ Pizza Hut/ASU *- Java/XML & Firebase*

Lead programmer in a group of three other students. We worked with Pizza Hut's design team to develop a working concept of a delivery tracking app. The application included features such as time estimates, push notifications, live delivery tracking, and more, developed using Android Studios.

Educational Web Game @ ASU Prep Digital *- C# (Unity) & 3DS Max*

Working with a group of three other students, we developed an educational video game for ASU's online school (K-12) psychology class. The game features a scavenger hunt for clues that teach students about the different types of psychology. The game is playable on my portfolio.

EDUCATION

Arizona State University *- Informatics & Game Development (Grad 2019)*

Informatics gave me the ability to study computer science while also allowing me to learn about human-computer interaction, UI/UX testing, web & game development, and more. I was able to be flexible with what I was learning.

JOB EXPERIENCE

Freelance Web Developer *- UPWORK (05/2021 - Curr)*

Current Project - Working on a Shopify store where the customer wanted to recreate the website in terms of style and design. I went in, reset the theme, and put in my own code using HTML/CSS and JS, along with editing the theme code (liquid). Meeting with the client weekly for updates/changes.

Lead Pharmacy Tech | Operations Manager *- CVS (06/2016 - 07/2021)*

Worked at CVS Pharmacy since 2016, working up from cashier to lead pharmacy technician. CVS taught me a lot about how to work with people, lead other people, and most importantly, get people on the same page. I learned a lot of valuable lessons from CVS, but decided to depart to focus on working in the software industry.