Juan Daniel Hernández Mancilla

Software Engineering Student

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Objective

My goal is to obtain a position that allows me to apply and improve my skills, while learning new technologies. I have gained experience through academic projects in web development and video game development.

Projects Experience

Virtual Reality Video Game   *Mar 2025 – Present*

- Designed assets in Blender and implemented them in Godot.
- Built levels in Godot based on predefined documentation.
- Conducted testing to identify bugs and improvements.

Skills acquired: Godot XR (VR), Blender asset creation

CRUD System for Secure Store   *Mar 2025 – Jun 2025*

- Designed UI in Figma.
- Implemented security measures against DDoS, SQL injection, and role management.
- Conducted security tests with different attack scenarios.
- Used Supabase to prevent attacks.

Skills acquired: SQL Injection, DDoS/DoS, Supabase

Front-End Developer – EDUC   *Sep 2024 – Mar 2025*

- Designed a prototype in Figma for an exam platform.
- Developed the prototype into code, implementing APIs to retrieve data from a database.

Skills acquired: API implementation, Vue.js, Jira, Figma

Other Projects (Personal)

- Assets in Godot: Silent Hill-style robot (Astrobot), melee weapon, spaceship (Rick & Morty style), tank, robotic arm.
- 2D platformer game inspired by Super Mario Bros.

Skills

Programming & Tools: Blender (Intermediate), Godot (Intermediate), JavaScript (Intermediate), HTML (Intermediate), CSS (Intermediate), Vue 3 (Basic), Figma (Intermediate), Jira (Basic), APIs (Basic), GitHub (Intermediate), React Native (Basic)

Languages: Spanish (Native), English (B1)

Education

Universidad de Colima – Facultad de Telemática
Software Engineering (2022 – 2026)