

DANIEL BAQUERO

Software Engineer

DETAILS

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Bogotá D.C, Colombia

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DATE / PLACE OF BIRTH

January 19th, 2000

New Jersey, United States

LINKS

[Github](#)

[LinkedIn](#)

SKILLS

Git



HTML & CSS



Python



JavaScript



Unity



C-Sharp



PROFILE

Software engineer currently specializing in augmented and virtual reality, two types of tech which I'm very passionate about. One of the goals I have is to help people overcome difficulties which can be fixed with the use of these technologies. Looking to contribute my skills in Unity and C# to a company that wants to impact the real world through the virtual world.

EMPLOYMENT HISTORY

Software Engineer, ITELCO TI S.A.S

Bogotá D.C

Jan 2020 — Jul 2020

- Built a website offering their tech solutions and services, which has helped increase their visibility among other businesses and build a better image of the company itself.
- Optimized the website based on their business strategy in order to retain the users more time and make a call to action.
- Built an e-commerce offering tech products, which lead them to increase their sales by 40%.
- Developed as well an integration done in **python** with the tech supplier and their e-commerce. The integration is considerably efficient since it takes approximately 1.2 seconds to update a product's price and stock, and the e-commerce has around 5,200 products.

Software Engineer, Asesoria Legal S.A.S

Bogotá D.C

Sep 2019 — Nov 2020

- Built a website offering their legal advice and showing the legal services they have knowledge and experience about.
- Optimized the website based on a business strategy I proposed in order to increase their number of conversions on-page.
- Helped design a marketing strategy done in Google Ads, based on the objective they had in mind.

LANGUAGES

English



Spanish



EDUCATION

Software Engineering, Holberton School

Bogotá D.C

Jun 2019 — Present

At Holberton School not only did I learn software engineering but also how to face technical difficulties and overcome them efficiently. The project-based curriculum helped me how to learn to learn, which increased my learning curve and helped me how to face problems in my personal life as well.

PROJECTS

VR Escape Room

Bogotá D.C

Aug 2020 — Sep 2020

Escape Room is a VR game done in Unity and C-Sharp, which includes basic features, like teleporting, interacting with objects and opening doors. [Github Repo](#)

Racing Tour

Bogotá D.C

Feb 2020 — Apr 2020

Racing Tour is a 3D racing game done with Unity and C-Sharp. It's a time trial racing car game for PC users. It has an authentication account system and real time database managed by Firebase. [Github Repo](#)