EMILIO HERRERA

Software Developer || Full Stack Developer

SUMMARY ≡

Software Developer with 5+ years of experience with Javascript, React, C#, Game Development, and Full Stack Web development, etc. Focused on developing Useful and well-designed software.

SKILLS @

Programming Languages:

Javascript, HTML5/CSS3, C#, C++, Typescript, Python

Frameworks:

- React and Vue.js
- Express (Node.js)

Game Engines:

- Unity Engine, Godot Engine

Technologies & Tools:

- Git / Github, RESTful API, XML, JSON, NodeJS, MongoDB

EXPERIENCE ~

- Blacksmith Softworks

Software Engineer

₩ March 2021 - Present

- Developed multiple web applications using HTML5, CSS3, Vanilla Javascript, Typescript, and frameworks like Vite.js, React, Tauri.
- Created 5+ videogames using C# and the Unity Game Engine.
- Currently developing a Desktop application using Tauri with Javascript, Rust, HTML5, and CSS3.

Uncomfortably Comfortable

Interactive Designer

∰ Feb 2022 - Jul 2022

- Developed a community website using Wix, incorporating a design crafted in Figma.
- Designed multiple social media posts to drive brand awareness and growth.

RELEVANT PROJECTS ℃

TubePlanner - Full Stack Web Developer

- Tech: React, Tauri, Javascript, HTML5/CSS3, Figma
- Description: A Youtuber Script Writer and Planner App, for desktop. Focus on thumbnail testing tools, script writing tool based on kanban boards like Trello, and Calendar Planner for video projects.

- BioLinks - Full Stack Web Developer

- Tech: React, Javascript, HTML5/CSS3, GIT, Figma
- Demo: # emilioblacksmith.github.io/bioLink/
- Description: A minimalistic responsive website to showcase main social media links or project links, to share online. Inspired by Linktree and Linkin.bio.

- MOTHER FROGGER - Unity Game Developer

- Tech: C#, Unity Engine, Blender
- Game Link: # emilioblacksmith.itch.io/frogger-but-with-ragdolls
- Description: A recreation of the classic videogame FROGGER (1981) with active ragdoll physics movement, inspired by games like Gang Beasts, Humans Fall Flat, or Fall Guys.

EDUCATION 🖫

DASC Institute of Technology University

Aug 2017 - Jun 2021

⊙ Puebla City, PUE

- BA Interactive Design (UX/UI)

- GPA: 3.7