EMILIO HERRERA

emilioblacksmithlush@gmail.com – +52 2223152750 – Puebla City, México –
https://emilioblacksmith.github.io/

SKILLS

- Programming Languages: Javascript, HTML5/CSS3, C#, C++, Typescript
- Frameworks: REACT, Angular, Vue.js
- Game Engines: Unity Engine, Godot Engine
- Misc: Git / Github, Adobe Suite, Microsoft Office
- Language Proficiency: Spanish - Native, English - Advanced / C1

EXPERIENCE

Blacksmith Softworks
Software Engineer

Mar 2021 – Present
Puebla City, Mexico

- Developed multiple web applications using HTML5, CSS3, Vanilla Javascript, Typescript, and Frameworks like Vite.js, React, Tauri.
- Developed 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 & Project Manager

Feb 2022 – Jul 2022
Online

- Developed a Website of the community, using Wix, and with a design made using Figma.
- Designed multiple social media posts to drive brand awareness & growth.

PROJECTS

TubePlanner REACT, Tauri, Javascript, HTML5/CSS3, Figma
work in progress

A Youtuber Script Writer and Planner App, for desktop. With the focus on thumbnail testing tools, script writing tool based on kanban boards like trello, and Calendar Planner for video projects

BioLinks REACT, Javascript, HTML5/CSS3, GIT, Figma
https://emilioblacksmith.github.io/bioLink/

A minimalistic responsive website to showcase main social media links or project links, to share to others online. It is bases in Linktree and Linkin.bio.

MOTHER FROGGER C#, Unity Engine, Blender
https://emilioblacksmith.itch.io/frogger-but-with-ragdolls

A recreation of the classic videogame of FROGGER (1981), but with active ragdoll physics movement, like Gang Beasts, Humans Fall Flat or Fall Guys.

EDUCATION

DASC Institute of Technology University
BA Interactive Design

Aug 2017 – Jun 2021
Puebla City, PUE

- GPA: 3.7