

# Emilio Herrera

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## Skills

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**Programming Languages:** Javascript, HTML5/CSS3, C#, C++, Python  
**Front Web Development Frameworks:** React, Vue.js, Three.js, Tailwind CSS  
**Game Engines:** Unity Engine, Godot Engine, Unreal Engine  
**Misc:** Git / Github, Adobe Suite, Microsoft Office  
**Language Proficiency:** Spanish - Native, English - Advanced / C1, Italian - Novice

## Experience

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### Blacksmith Softworks

Puebla City, Mexico

SOFTWARE ENGINEER

Mar 2021 – Present

- Developed multiple web applications using HTML5, CSS3, Vanilla Javascript, Typescript, technologies like Vite.js, React, TailwindCSS.
- Developed 5+ Videogames using C# and the Unity Game Engine.
- Currently working on a Three.js videogame using Typescript, Vite.js, React.
- Currently developing a Desktop application using Tauri with Typescript, Rust, HTML5 and CSS3.

### Uncomfortably Comfortable

Online

INTERACTIVE DESIGNER & PROJECT MANAGER

Feb 2022 – Jul 2022

- Developed a Website of the community, using Wix Technologies, and with a design made using Figma.
- Designed multiple social media posts to drive brand awareness & growth.
- Created a multiplayer game for an event with 60+ community members using C# & Unity Engine.

## Projects

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### TubePlanner

Javascript, Tauri, Vite.js,  
HTML5/CSS3, Tailwind CSS

A YOUTUBER SCRIPT WRITER AND PLANNER DESKTOP AND WEBSITE APP, FOR YOUTUBERS BY YOUTUBERS.

work in progress

### Web Calculator

Javascript, HTML5/CSS3, GIT, GNU  
BASH, VS CODE

A VANILLA JAVASCRIPT WEB CALCULATOR.

<https://emilioblacksmith.github.io/calculator/>

### Mother Frogger

A VIDEOGAME FOCUSED ON HOW AN ARCADE GAME WOULD BE IF IT HAD ACTIVE RAGDOLL PHYSICS.

C#, UNITY ENGINE, BLENDER, GIT  
<https://emilioblacksmith.itch.io/frogger-but-with-ragdolls>

### Etch-A-Sketch

A VANILLA JAVASCRIPT PROJECT TO SIMULATE A PIXEL ART SKETCHING WEBSITE APP BASED ON ETCH-A-SKETCH

Javascript, HTML5/CSS3, GIT  
<https://emilioblacksmith.github.io/Etch-A-Sketch/>

### SUPERDEEP

A VIDEOGAME BASED ON THE VIDEOGAME SUPERHOT, BUT UNDERWATER WITH WATER PHYSICS.

C#, Unity Engine, Blender, Git

<https://emilioblacksmith.itch.io/superdeep>

## Education

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### DASC Institute of Technology University

Puebla City, PUE

BA IN INTERACTIVE DESIGN

Aug 2017 – Jun 2021

GPA: 3.7