EMILIO HERRERA

Software Developer || Full Stack Developer

📞 (+52) 222 315 2750   @ emilioblacksmithlush@gmail.com

🐙 github.com/EmilioBlacksmith ⊕ emilioblacksmith.github.io/

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, Vue.js and Express (Node.js)
├── **Game Engines:**
│   - Unity Engine, Godot Engine
├── **Technologies & Tools:**
│   - Git / Github, RESTful API, XML, JSON, NodeJS, MongoDB

EXPERIENCE ∿

├── **Role: Full-Stack Developer**   **@ Blacksmith Softworks**
│   📅 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.
├── **Role: Interactive Designer & Project Manager**   **@ Uncomfortably Comfortable**
│   📅 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 🔗

├── 🔗 **The Busy Gamer Web App – Full Stack Web Developer**   ⚒ React|Tailwind|NodeJS/Express|Javascript|HTML5
│   - Web App that allows you to keep track of the videogames that you want to play, and helps you estimate approximately how
│   long it will take you to finish those games, made with REST API and REACT.
├── 🔗 **BioLinks – Full Stack Web Developer**   ⚒ React|Tauri|Javascript|HTML5/CSS3
│   - 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**   ⚒ C#|UnityEngine|Blender
│   - 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 in Interactive Design (UX/UI)
│   - GPA: 3.7