

EMILIO HERRERA

Software Developer || Full Stack Developer

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SUMMARY ≡

Software Developer with 4+ years of experience with Javascript, Typescript, React, Vue, NodeJS, 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, Java, PHP

— Frameworks:

- React, Vue.js, Next.JS, ASP .NET and Express (Node.js)

— Technologies & Tools:

- Git / Github, RESTful API, XML, JSON, NodeJS, AWS (EC2, Lambda), Google Cloud, MongoDB, MySQL, PostgreSQL, STRAPI (CMS), Wordpress, Jest, JSON, XML, JQuery, TailwindCSS, Bootstrap, Puppeteer, Vite.

PRIOR 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.

- Created 5+ videogames using C# and the Unity Game Engine.

- Developed a Full Stack Web App (TheBusyGamerApp), with React, NodeJS, AWS, REST API, Agile (SCRUM).

— Role: Interactive Designer & Project Manager

@ Uncomfortably Comfortable

📅 Feb 2022 - Jul 2022

- Developed a community website using Wix, HTML, CSS, Javascript, 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 React, CSS, HTML, NodeJS, AWS, REST API, AGILE (SCRUM).

— 🐙 BioLinks - Full Stack Web Developer

✂ React|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