

EMILIO HERRERA

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<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