# **EMILIO HERRERA**

Software Developer || Full Stack Developer

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🔾 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 and Vue.js
- Express (Node.js)

#### — Game Engines:

- Unity Engine, Godot Engine

#### - Technologies & Tools:

- Git / Github, RESTful API, XML, JSON, NodeJS, MongoDB

#### EXPERIENCE ~

#### - Blacksmith Softworks

Software Engineer

∰ 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.

#### Uncomfortably Comfortable

Interactive Designer

∰ 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 Co

#### - TubePlanner - Full Stack Web Developer

- Tech: React, Tauri, Javascript, HTML5/CSS3, Figma
- Description: A Youtuber Script Writer and Planner App, for desktop. Focus on thumbnail testing tools, script writing tool based on kanban boards like Trello, and Calendar Planner for video projects.

#### — BioLinks - Full Stack Web Developer

- Tech: React, Javascript, HTML5/CSS3, GIT, Figma
- Demo: ## emilioblacksmith.github.io/bioLink/
- Description: 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

- Tech: C#, Unity Engine, Blender
- Game Link: ## emilioblacksmith.itch.io/frogger-but-with-ragdolls
- Description: 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 BA Interactive Design (UX/UI)

Aug 2017 - Jun 2021

- GPA: 3.7