

### **CONTACT**

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### **EDUCATION**

2020 - Current

Bachelor of Science: Software Engineering

Universidad Autónoma de Ouerétaro

2017 - 2019 **High School Diploma** 

Universidad Tecmilenio

## **LANGUAGES**

Español - Nativo Inglés - Avanzado

# **SKILLS**

HTML and CSS proficiency	<del></del>
Algorithms and data structures	<del></del> 0
Web app development	<del></del>
Organization	<del></del>
Command Line	

# ERNESTO GUTIÉRREZ ARÉVALO

SOFTWARE ENGINEERING STUDENT

## **ABOUT ME**

Software Engineer Intern dedicated to improving skills through hands-on learning and development work. Adept at using HTML5, JavaScript and other programming languages to produce clean code. Well-organized and collaborative team player with strong communication and analytical abilities.

#### • EXPERIENCE

#### **GAME DEVELOPER**

2020 - 2021 | "Graffiti Game Jam" & "Ludum Dare 50"

- Created a small scope game for "Graffiti Game Jam" (7 day duration) and for "Ludum Dare"s 50th edition (3 day duration)
- Covered many aspects of game development (planning, gameplay, programming, art and graphics, ect.)
- OOP programming
- Windows compatibility

#### FOOD DELIVERY WEB APPLICATION

2020 | University

- Developed with HTML, CSS and Javascript. Designed in Adobe XD
- Implementated user creation and authentication
- Allowed users to search for previously created restaurants, chose from their menu and created a purchase summary

#### SHOP ATTENDANT

2020 - 2020 | Pull & Bear

- Checked incoming orders and organized new stock.
- Maintained in-depth knowledge of shop items to provide advice and recommendations to customers for gift selections.
- Used POS system to process customer cash, credit and debit transactions.
- Addressed customer issues immediately to guarantee swift resolution.

#### **INTERESTS**

Game Development Audiovisual Projects