

# HERBEYG ROBLEDO REYES

INFORMATION TECHNOLOGY ENGINEER

**Phone:** +52 618 139 5843

**E-mail:** herbeygrobledo@gmail.com

I am a software developer looking to work where to grow professionally in the IT area, I will bring my knowledge and commitment to utilize my skills to reach the company's goals. I have 2+ year on experience in development of applications such as video games and applications and websites. I am looking to enrich and strengthen my knowledge in IT areas where I am open to improve through new methods and an entire willingness to learn.

## Work History

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### AEM Developer

*Deloitte., Querétaro, Querétaro*

I have worked with Adobe Experience Manager (AEM) for over a year. I have been involved in the development, implementation, and maintenance of AEM-based websites for Amazon. My experience includes developing custom components and templates. I have also been involved in the design and development of AEM-based mobile applications. I have experience with the AEM development tools, such as CRXDE, CRXDE Lite.

August 15<sup>th</sup> 2021  
To  
date

#### Responsibilities:

- Develop and maintain AEM components, and templates, and experience fragments.
- Design and implement AEM solutions to meet customer requirements.
- Troubleshoot and resolve AEM-related issues.
- Monitor and optimize AEM performance.

**Tools:** Java, JavaScript, HTML5, HTL, SCSS, AEM

## **Applications Developer**

***Galaxy Technology., Durango, Durango***

August 01<sup>st</sup> 2019  
To  
November 30<sup>th</sup> 2019

Developer for Control Access Application for First Majestic Silver on which I was responsible for developing, testing, and maintaining software applications that register each person who passes to a control access inside a mine or a building facility and reduce risks. The system was developed with C#, HTML, JavaScript, and CSS to create applications that are reliable, and user-friendly and responsible to providing technical support to users.

### **Responsibilities:**

- Develop and maintain software.
- Integrate necessary tables on the database to register each user.
- Install and deploy software on-site.

**Tools:** C#, Microsoft SQL, CSS, HTML5, JavaScript

## **Mobile Game Developer**

***Galaxy Technology., Durango, Durango***

July 01<sup>st</sup> 2018  
To  
July 30<sup>th</sup> 2019

I have Worked with Unity and C# to develop mobile video games. I have experience with the Unity game engine, including creating game objects, scripting, and debugging. I have also worked with C# to create game logic, such as AI, physics, and user input for controls. I have been developing mobile videogames for at least 1 year, and have worked on a variety of projects ranging from casual puzzle games to hyper casual. Also made own assets using figma 2D designs for game visuals.

### **Responsibilities:**

- Designing and developing mobile games using the Unity game engine.
- Creating assets for a game.
- Creating engaging and immersive game experiences.
- Implement an in-store game for purchases.

**Tools:** C#, Unity, blender, figma

## Technical Skills

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<b>Hardware:</b>	Windows 10
<b>Operating Systems:</b>	Windows 10
<b>Programing Languages:</b>	Java, C#, JavaScript, HTML5, CSS
<b>Databases:</b>	Microsoft SQL Server
<b>Other software:</b>	Blender, Unity, Adobe After effects, figma, Adobe Experience Manager, Git
<b>Portfolio:</b>	<a href="#">Blender models</a>

## Education

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September 15<sup>th</sup> 2014  
To  
May 21<sup>st</sup> 2018

### **Bachelor of Engineering Information Technology**

*Universidad Tecnológica De Durango – Durango., Dgo*

August 01<sup>st</sup> 2022  
To  
August 01<sup>st</sup> 2024

### **Adobe Certified Expert**

*Adobe Experience Manager Sites Developer*

## Languages

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Spanish — Native

English — B2

## References

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**Name:** Antonio Sein Jagou

**Phone:** +52 614 133 0135

**E-mail:** antonioseinjagou95@gmail.com

**Position:** Software Engineer Developer

**Name:** Heber Alejandro Solis Gurrola

**Phone:** +52 618 5875

**E-mail:** hebersolisg@gmail.com

**Position:** Software Development Engineer in Test