Joaquin Arturo Beltran Lopez

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Education

ITESM - Monterrey
Bachelor of Science in Computer Science and Technology Engineering (ITC)
Class of 2023   Cumulative GPA: 96/100

Work Experience

Frontend Developer - Hashead

Present

Mainly work managing and developing APIs and building and reusing code from older projects, ensuring the technical feasibility of the UX/UI design and optimizing applications for speed and scalability. Responsible for development of features for Toks.io, a marketplace for NFTs in Cardano's Blockchain. Use of MERN stack, where I mainly use ReactJS.

Projects

Improve Performance Web Application - CEMEX

Spring 2021

Web application intended to improve the performance of Software Developers employees based on KPIs by gamification through the pages and a videogame. Admins could monitor their progress and performance. Develop with Bootstrap 4, JavaScript, NodeJS and SQL Server. Responsible for the videogame development in Unity and integration with the web.

Incidence Reporter Android Application - Parque Rufino Tamayo

Autumn 2021

Android Application that lets users report incidences of a park with different categories and stores them in a non-relational database. Administrators can see all the incidences and update their status. Develop using Kotlin, NodeJS, Express, and MongoDB. Responsible for the App frontend and backend development in Android Studio.

VitaBook - Tutores de Resiliencia

Autumn 2021

Full-Stack developer of VitaBook, a project by Tutores de Resiliencia whose objective is to help children in vulnerable situations through book tales companionship. Develop with Bootstrap 4, JavaScript, and MongoDB.

Landing Page - PlatziConf 2025 - Honolulu

Spring 2021

Development of a landing page that contains different sections such as Description, Speakers, Become a Speaker (Form), and Buy Tickets. Develop with Bootstrap 4 and JavaScript.

Platzi SpaceMan - Platformer Game

Spring 2021

Developed a basic platformer game where the goal is to survive and collect as many coins as possible. Created to learn concepts such as prefabs, animations, procedural level design, scene management, and the fundamentals of C# for Unity.

Technical Skills

Programming Languages						
C++	Moderate	JavaScript	Moderate	Python	Prior	
Kotlin	Prior	C#	Beginner	Erlang	Beginner	

Web Development	HTML/CSS (Moderate), Bootstrap 4 (Moderate), JS (Moderate), ReactJS (Prior)
Mobile Development	Kotlin (Prior)
Applications	Git and GitHub (intermediate), Unity (Prior), Android Studio (Prior)

Awards And Leadership

Participation in ITESM Programming Contest, 2020
Graduated with honors from Bachillerato Anáhuac Campus CALP, 2019
4th place in Regional Basic Science Contest, Summer 2019