

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

01/2022 - Present
Mainly work managing APIs and building and reusing code from older projects, ensuring the technical feasibility of the UX/UI design, optimizing applications for speed and scalability, and being innovative for features. Responsible for maintenance development and debugging software in different projects. Use of Firebase and React.

Frontend Developer Intern - Vinco

03/2022 - Present
As a startup, Vinco has a fast-paced environment, where collaboration and being passionate are crucial to success. Responsible for developing software features and changes for Vinco's web application, always being detail-oriented and professional. Use of an agile methodology (SCRUM) and following OKRs. Use of Next.js framework.

Projects

Incidence Reporter Android Application - Parque Rufino Tamayo

Autumn 2021
Android Application where users report incidences of a park in different categories and store them in a non-relational database. Administrators can see all the incidences and update their status. Responsible for the App frontend and backend development in Android Studio. Develop using Kotlin, Node.js, Express, and MongoDB.

Urban Mobility Solution - Multi-agent Simulation with Computer Graphics

Autumn 2021
Implementation of software that simulates traffic through multiagents. In charge of performing the multiagent logic in Python with MESA and the connection and development of the graphic component in Unity.

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, Node.js, and SQL Server. Responsible for the videogame development in Unity and integration with the web.

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 C# for Unity fundamentals.

Technical Skills

<u>Programming</u>	C++	Moderate	JavaScript	Moderate	Kotlin	Prior
<u>Languages</u>	Java	Beginner	Python	Beginner	Ruby	Beginner

Web Development HTML/CSS, Bootstrap 4 and Node.js (Moderate). Next.js and Firebase (Prior).

Mobile Development Kotlin (Prior).

Applications Git and GitHub (intermediate). Unity and Android Studio (Prior).

Platforms Windows 10. Windows Subsystems for Linux 2 with Ubuntu 20.04.

Awards And Leadership

Selected as Platzi Master Student for Cohort [09], 2022.

Participant of TreeHacks Hackathon by Stanford, 2022.

4th place in Regional Basic Science Contest, Summer 2019.