

# JOSÉ PEREIRA

Software Developer

 [Jocrod.github.io](https://Jocrod.github.io)

 [Github.com/Jocrod1](https://Github.com/Jocrod1)

 [Jocrod.itch.io/](https://Jocrod.itch.io/)

## Profile

### Full Name

José Arturo Pereira Zambrano

### Age

24 years

### Birthday

06-18-98

### Languages

Spanish (Native)

English (C1)

## Education

### Santiago Mariño University

Finished- 2021

Systems Engineer

### Humboldt School

High school- 2015

## SKILLS

### Programming Languages

C# | Javascript | Typescript | Python |  
Java | Objective-C | C++

### Frameworks

.Net | React Native | React | Three.js |  
Vue | Node.js | Redux

### Tools


Git | Unity | Visual Studio | Android  
Studio | XCode | SQL Server |  
Mongo0DB | MySQL | NoSQL

### General

Unit Testing | Microservices | Frontend  
| Backend | Full-Stack

## CONTACT

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 Valencia, Spain

## Work Experience

### Game Programmer (2020)

Boxing Cloud Entertainment

- Android & iOS (Unity – C#)
- Gameplay Development (Core)
- IA Development (FSM)
- Project Management (SCRUM)
- GUI & HUD Development
- In-App Purchases
- Google Ads

### Junior Software Developer (2020 - 2021)

LimonByte

- React Native Development (iOS & Android)
- Desktop Apps Development (C#)
- Backend Development (Laravel)
- Project Management (SCRUM)
- Database Management (MySQL)

### Software Developer (2020 - 2022)

Intelli-Next

- React Native Development (iOS & Android)
- Frontend Development (React)
- Backend Development (Django)
- Real-time web Socket (Tcp / Ip)
- Data Visualization

## Projects

### CATARSIS: The Game (2020)

 [Twitter.com/catarsisthegame](https://twitter.com/catarsisthegame)

 [Github.com/WallbangStudios/Catarsis](https://Github.com/WallbangStudios/Catarsis)

A PixelArt Post-Apocalyptic Videogame where you live the broken politics and fight the humans who transforms in their worst fears.

### CATARSIS Website Project (2019)

 [Github.com/WallbangStudios/WallbangStudios.github.io](https://Github.com/WallbangStudios/WallbangStudios.github.io)

Landing Page of the project of “Catarsis: The Game”, with pictures and info of the developers.

### The Loreseeker (2021)

 [Jocrod.itch.io/the-loreseeker](https://Jocrod.itch.io/the-loreseeker)

Made a game for the Ludum Dare Jam Hackathon, the theme was Deeper and deeper. We reached the rank 50<sup>th</sup> on graphics.

### Personal Website (2022)

 [Github.com/Jocrod1/portf-app](https://Github.com/Jocrod1/portf-app)

Personal Landing page with information about myself, my social media & my projects

## Others

### Best Indie Videogame of the city (2020)

Won the 1<sup>st</sup> prize for Catarsis on my natal city Maracay on the “Solutec” contest for the bests Indie Videogame developed in the city