MATEO DAVID BONILLA ERAZO

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PROFESSIONAL SUMMARY

Interactive Developer specialized in web, mobile, and video game development with strong UX/UI design expertise. Experienced in JavaScript, HTML5, CSS3, and modern frameworks including React, Angular, Ionic, and Unity. Adept at API integration, responsive design, and component-based architecture. Known for adaptability, self-learning, problem-solving, and delivering high-quality, user-focused solutions.

CORE COMPETENCIES / SKILLS

- Programming Languages: JavaScript, HTML5, CSS3, C#, SQL (MySQL)
- Frameworks & Libraries: React.js, Angular, Ionic, Node.js
- Game Development: Unity (2D/3D), Pixel Art, Gameplay Systems
- Tools: Adobe Creative Suite, Figma, Git, Storybook, Arduino
- Databases & APIs: MySQL, Firebase, REST API, CRUD Operations
- Other Skills: Responsive Design, UI Component Development, Cross-Browser Compatibility, Agile/Scrum

PROFESSIONAL EXPERIENCE

Front-End Developer – EasySoft
- Converted UX/UI designs into responsive, production-ready code using Angular, HTML5, CSS3, JavaScript, and Storybook.
- Collaborated with design and backend teams to deliver scalable and maintainable frontend components.
- Enhanced UI/UX consistency across platforms through reusable patterns and optimized layouts.

Front-End Developer – BlueCoding
- Developed dynamic React components with a focus on usability, performance, and responsiveness.
- Integrated RESTful APIs and implemented full CRUD functionalities.
- Improved UI patterns and reusable layouts for systems in agriculture and healthcare sectors.
- Delivered clean, modular, and maintainable code following best practices.

PROJECTS

- Activate BI – Web Platform (React + Firebase): Designed, developed, and deployed a real-time web platform with Firebase backend and analytics. Implemented full UI/UX design, responsive layouts, and custom media content.
- Kapstach Fruit – Informational Website (React + Netlify): Built a mobile-first product showcase site with interactive sections and reusable components. Created custom illustrations and optimized navigation for UX clarity.

- Fragment – Indie Game Project (Unity): Designed and developed a Metroidvania-style game exploring narrative and player choices. Created pixel art, animations, gameplay mechanics, and branching dialogues.

EDUCATION

Bachelor's Degree in Interactive Media Design – Universidad San Francisco de Quito | Jan 2022 – Jun 2025

High School Diploma – Physics & Mathematics – Unidad Educativa Thomas Jefferson

LANGUAGES

Spanish: Native | English: Advanced | Italian: Advanced

CERTIFICATIONS & AWARDS

- Oracle Alura Latam – In Progress
- Hackathon 2024 Banco Internacional – Participant
- Design Challenge 2025 Banco Guayaquil – Participant