Miguel Rodríguez Martinez

Videogame Developer - Software Engineering - Web Developer

As a self-taught person, I have acquired a wide range of technical skills and have applied these skills in a variety of roles. I have developed enterprise hardware solutions, optimising hardware for future technologies with artificial intelligence and promoting the use of Linux and open source software. As a senior engineer, I have worked on the development of AI-based systems and software for voice command recognition. I have created social networking platforms using ReactJS, HTML, PHP and Firebase, and worked on Blockchain projects to integrate and familiarise companies with this technology. In addition, I have experience in video game design and development using Android, C#, Python and Unity 3D, including modelling, animation and game logic programming. I also perform conversion of architectural plans to 3D and rendering. My diverse experience and technical skills make me a strong candidate in different fields of technology and multimedia.

Experience

Xlerion
Lead Game Designer

February 2023 - Present (1 year 7 months)
Capital District, Colombia

Caucasia City Hall
(Contractor) Web Development

Creation of a data management platform for the FOVIS unit,
using technology such as Reactjs, Django Framework, Nodejs, Github,
Mysql, PHP

April 2022 - October 2022 (7 months)
Caucasia, Antioquia, Colombia

UDEA
Desarrollador fullstack(Python, Django, Reactjs, Docker, Github, NPM)

Configure missing modules for display on the platform, Integration of API's through the Django framework, Integrating data from the API's to the API's to the frontend of the platform for real time reading.

January 2022 - March 2022 (3 months)
Medellin, Colombia

Xtam

Software and Hardware Designer (Python, MariaDB, Raspberrypi4, Docker, Github, Nginx, Linux)

development of video surveillance software with packet delivery via streaming by configuring configuring the Nginx server with python and php.

February 2020 - August 2021 (1 year 7 months)
Bogotá, Colombia

Rueda Agency

Programador full stack

Development of a social network platform cloning instagram with programming and layout programming and layout like reactjs, php, html, firebase.

November 2020 - April 2021 (6 months)
Bucaramanga, Colombia

STS

Architect SENIOR I

Responsible for research into Artificial Intelligence technological solutions. solutions. - Knowledge and development in PHP, Java, OOP, .Net, - SQL Server, Oracle

January 2019 - 2020 (1 year)
Bogotá, Colombia

AONC Neuroscientific Strategies

Blockchain developer, cryptocurrency programmer

- Cryptocurrency developer
- Development in programming, creation of customised virtual platform
- Blockchain programmer - Assistant consultant for technology-based projects

September 2018 - 2019 (1 year)
Bogotá, Colombia

BIT DIGITAL STUDIO

Senior Developer

Creation of solutions in technological innovation - Development and direction of graphic pieces, Development and direction in programming for the creation of software creation. - Review of technology-based projects

September 2015 - 2019 (4 years)
Bogotá, Colombia

Municipality of Chía - Operator: Unión Temporal de Sabana

Web and App Developer

Development of graphic pieces- Development in programming creation of customised virtual platform- Linking and geolocation in real time- Management of wordpress, moodle, mysql databases.

December 2017 - April 2018 (5 months)
Chía, Cundinamarca, Colombia

Juan Pablo Troya Communications

FullStack Software Developer & Graphic Designer

Development of graphic pieces- Development in programming for the creation of software- Review of technology-based projects.

January 2013 - December 2014 (2 years)
Bogotá, Colombia

Education

National Apprenticeship Service (SENA)
MOBILE PROGRAMMING - (2016 - 2016)

IBM WATSON
Watson BootCamp Bogotá 2019, Artificial Intelligence - (2019 - 2019)

Udemy
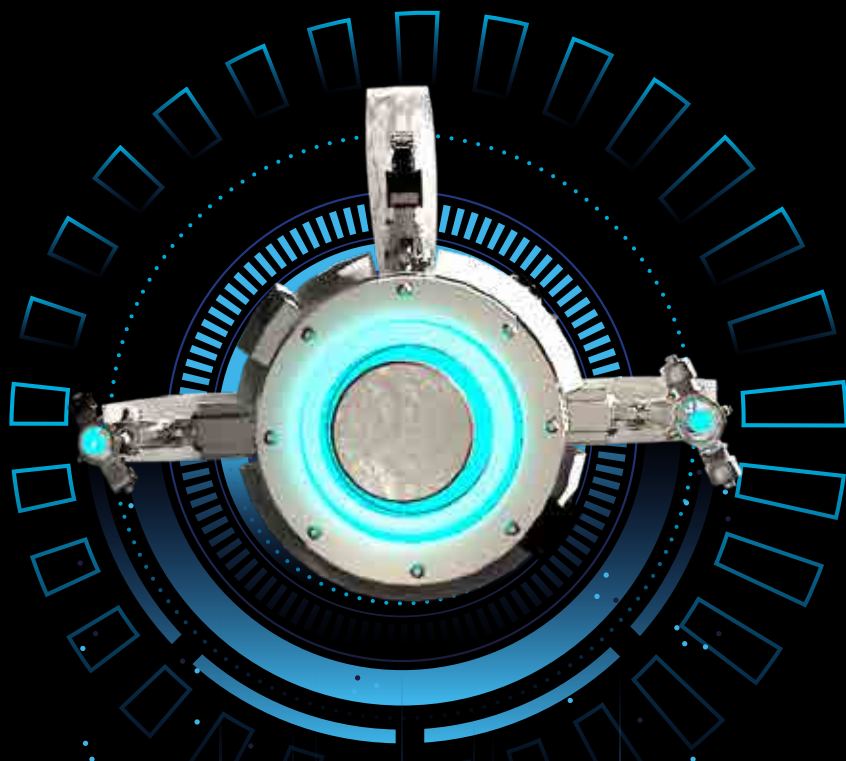MASTER IN PYTHON, PYTHON Specialisation - (2020 - 2020)

Udemy
Software Project Estimation Consultant,
Software Project Estimation - (2020 - 2020)

National Apprenticeship Service (SENA)
Studied Digital Prototyping at SENA, Digital Prototyping - (2015 - 2015)

Skills and Tools

2D ANIMATION

1. UNITY 3D

2. ADOBE CHARACTER ANIMATOR
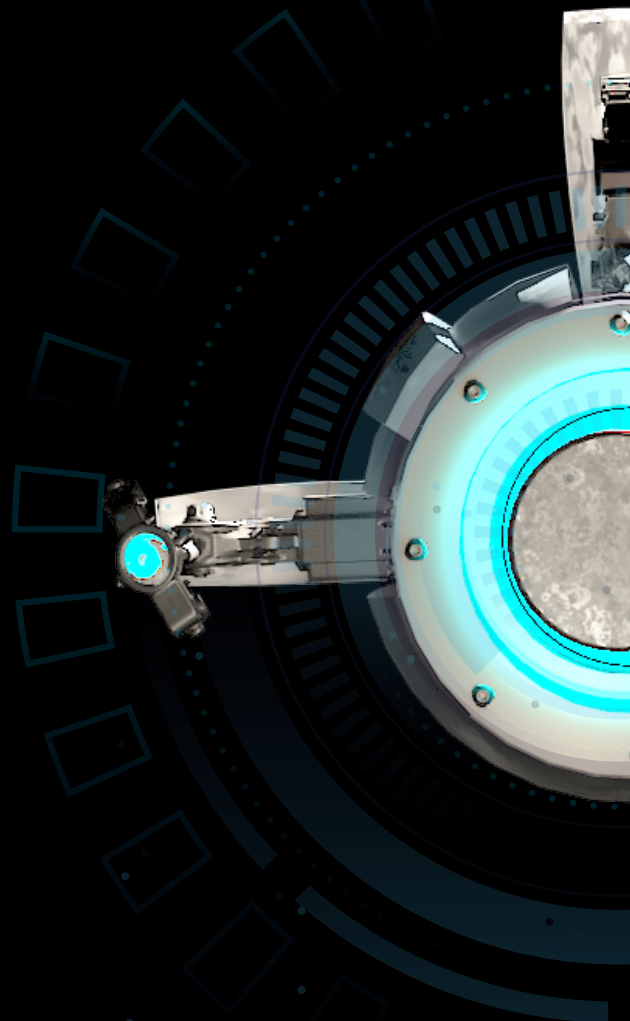
3D MODELLING & ANIMATION

1. 3Ds MAX

2. ZBRUSH

3. BLENDER

4. ADOBE SUBSTANCER PAINTER.

VIDEOGAME DEVELOPMENT

1. UNITY 3D

2. UNREAL

3. GODOT

WEB DEVELOPMENT & SOFTWARE

1. HTML5

2. JAVASCRIPT - JS

3. REACTJS

4. BASE DE DATOS (SQL, NONSQL)

5. DJANGO

1. GITHUB

2. NPM

3. TRELLO

4. SCRUM

5. DOCKER

Licences and Certifications

- **EFFECTIVE PROBLEM SOLVING AND DECISION MAKING**
  University of California, IrvineUniversity of California, Irvine
  Issued Jun 2024Issued Jun 2024
  Credential ID VZZNVRXC8FNG

- **UNREAL ENGINE**

  SAE Institute MéxicoSAE Institute México
  Issued Jun 2024Issued Jun 2024
  Credential ID 5FHSCRH6YYF6

- **GENERATIVE AI: INTRODUCTION AND APPLICATIONS**

  IBM
  Issued May 2024Issued May 2024
  Credential ID 4HU3KVY2UR5CCredential ID 4HU3KVY2UR5C

- **GENERATIVE ARTIFICIAL INTELLIGENCE: INSTRUC-TION ENGINEERING**

  Coursera
  Issued May 2024

- **GENERATIVE AI: BASIC CONCEPTS OF INSTRUCTION ENGINEERING**

  IBM iXIBM iX
  Issued May 2024Issued May 2024
  Credential ID DK46G6WKHRAD

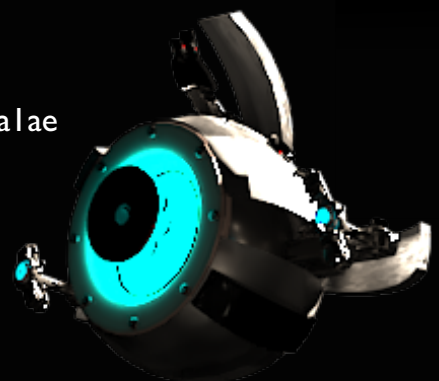- **INTRODUCTION TO ARTIFICIAL INTELLIGENCE (AI) (HONS)**

  University of California, IrvineUniversity of California, Irvine
  Issued Jun 2024Issued Jun 2024
  Credential ID VZZNVRXC8FNG

- **SOFTWARE ESTIMATION**
  Udemy
  Issued Jul 2020
  Credential ID UC-334507b9-9a23-487b-82cd-2c1a7de7a1ae

- **IBM**

  watsonx GenAI
  Challenge Switzerland
  Issued Nov 2019

Contact

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