Natalia Gutiérrez Daguer

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Software Developer | Videogame Developer | Engineering Student

Work History

SOFTWARE DEVELOPER | INDEPENDENT CONTRACTOR (2023 – Present)
Worked for local and international clients on various projects.
- Front-end development with Angular.
- Back-end development with NodeJS, NestJS.
- Unit Testing with Jest.

VIDEO GAME DEVELOPER | INDEPENDENT CONTRACTOR (2019 – Present)
Worked on own projects and as a contractor occupying many different roles as an all-rounder.
- Unity, C#, Adobe Creative Suite
- Videogame design, development and publishing on itch.io
- Graphical asset packs creation
- Testing

FULL-STACK DEVELOPER | KOVIX (2021 – 2023)
Worked on the development, implementation and maintenance of a warehouse management system (WMS) for a local retailer.
- NodeJS, Angular, React
- REST and SOAP APIs
- Agile methodologies (Scrum & Kanban)

PROGRAMMING ANALYST | CDA INFORMATICA (2017 – 2019)
Worked with banking clients at help desk. Maintained Lotus Notes databases. Developed Lotus Notes desktop and web applications.
- Integration of Lotus Notes with SQL databases and SAP
- Manual testing of applications
- Document processes and on-board new team members

Academic History

INFORMATIONAL SYSTEMS ENGINEERING (In progress)
Universidad Tecnológica Nacional

VIDEOGAME DEVELOPMENT ASSOCIATE DEGREE (Graduated 2019)
Universidad Abierta Interamericana