Natalia Gutierrez Daguer

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linkedin.com/in/natvalentine
github.com/natvalentine
natvalentine.itch.io

Software developer, videogame developer, engineering student.

Skills & Qualifications

- 6 Years experience with front & backend development
- Experienced quality assurance tester
- 6 Years experience with videogame asset creation, development & production

Tech Stack

- **Languages**: Javascript, NodeJS, C#, SQL
- **Backend Frameworks:** Express, NestJS
- **Frontend Frameworks**: Angular, React, NextJS, xState
- **Databases:** PostgreSQL, SQLite
- **Game Engines:** Unity, Unreal Engine
- **Other**: Adobe Creative Suite, Blender3D, GitHub

Work History

VIDEO GAME DEVELOPER | INDEPENDENT CONTRACTOR
2019 – Present

Worked on own projects and as a contractor occupying many different roles as an all-rounder.

- Videogame design, development and publishing on itch.io
- Graphical asset packs creation
- Testing

FULL-STACK DEVELOPER | KOVIX
2019 - 2023

Worked on the development, implementation and maintenance of a warehouse management system (WMS) for a local retailer.

- Tech stack: NodeJS, Angular, React, PostgreSQL
- 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
- Consuming SOAP APIs
- Manual testing of applications
- Document processes and on-board new team members

Academic History

INFORMATIONAL SYSTEMS ENGINEERING
Universidad Tecnológica Nacional | In progress

VIDEOGAME DEVELOPMENT ASSOCIATE DEGREE
Universidad Abierta Interamericana | 2019