Natalia Gutiérrez Daguer

natvalentine.com | gtrz.nat@gmail.com

Software Developer | Videogame Developer | Engineering Student

Work History

VIDEO GAME DEVELOPER | SELF-EMPLOYED / CONTRACTOR (2019 – Present)
Regularly take part in various projects, own and otherwise, occupying different roles of design, art, programming, consulting and production.
- Unity, C#, Adobe Creative Suite
- Publishing on itch.io and Play Store
- 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