


## Juan Pablo Orihuela

 Mexico City

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## Professional Summary

Creative and detail-oriented Front-End Developer with hands-on experience in both **web and mobile development**, specializing in **React**, **TailwindCSS**, and **SwiftUI**. Adept at building **clean, accessible, and responsive UIs** with a strong focus on **user experience** and **modern design practices**, supported by a background in **animation and video game engineering**. Proven ability to turn ideas into engaging digital experiences, with recognition in national hackathons for innovation and design.

## Core Skills

### Front-End Development

React, JavaScript (ES6+), TailwindCSS, HTML5, CSS3, Git, Vite, Vercel

### UI/UX & Design

Figma, After Effects, Photoshop, Procreate, Accessibility (WCAG), Animation

### Mobile Development

Swift, SwiftUI, SceneKit, Reality Composer

### Additional Tools

Python, C++, Agile Workflows, Notion, GitHub Projects

## Project Experience

### Frontend Developer – Personal Portfolio

*React · TailwindCSS · Vite · Vercel*

Designed and developed a fully responsive, interactive portfolio showcasing technical and creative work. Implemented animations, hover effects, and accessibility best practices.

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### iOS Developer – Universidad Panamericana

*SwiftUI · WidgetKit · SceneKit*

Created mobile apps to improve campus services, implementing UI animations, system widgets, and custom state-driven views. Worked closely with a multidisciplinary team to deliver features that improved student

experience.


### **Lead Generation & UI Improvements – Whitefriar**


*LinkedIn Campaigns · Communication Design*

Ran digital prospecting campaigns for high-profile clients. Provided UI/UX feedback for client-facing assets and improved clarity, hierarchy, and responsiveness of outreach flows.

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## **Achievements**

 *Best Prototype* – Enactus Hackathon 2025

 *2nd Place* – iOS Lab Internal Hackathon 2024

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## **Education**

### **B.S. in Animation and Video Game Engineering**

*Universidad Panamericana · July 2026*