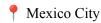
Juan Pablo Orihuela

Araiza

Juan Pablo Orihuela



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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.

S jp-portafolio.vercel.app

📱 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

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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.

Achievements



Best Prototype − Enactus Hackathon 2025



3 2nd Place – iOS Lab Internal Hackathon 2024

Education

B.S. in Animation and Video Game Engineering

Universidad Panamericana · July 2026