



# FCO. JOEL MORANDO

SOFTWARE - DEVELOPER / DESIGNER

## PORTFOLIO

[pacomorando.github.io/portfolio](https://pacomorando.github.io/portfolio)

## CONTACT

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## EDUCATION

I'm graduated as a Civil Architect at **University of Guadalajara** since 2014.

## SKILLS

- Android development (front/back)
- Web development (front/back)
- Graphic and UX/UI design.
- Project managment
- Architecture design
- Bilingual SP/EN

I also have knowledge in software architecture, object-oriented design, development methodologies such as RUP, and some agile methods, UML, OOP, and design patterns.

## TECHNOLOGIES I KNOW

SpringBoot Angular AndroidStudio  
Java TypeScript MySQL SQLite  
Git/Github HTML XML.

## SOFTWARE I KNOW

Photoshop, Inkscape, Illustrator,  
Office, 3DMax, SketchUp, AutoCAD,  
VRay, Indesign.

## PROFILE

Self-taught, with 3 years and a half of experience in learning and developing both frontend and backend for mobile and web applications.

I have 14 years of experience working with large teams and leading some small teams in various fields related to my professional degree.

I am open to learning new things. Being open-minded has been a crucial part of my personal and professional development. I have a receptive and inclusive attitude in discuss and generate ideas. I always prioritize objectivity and analysis over negativity and prejudice.

## PROFESSIONAL EXPERIENCE

### Open to work - Feelance | 2023 - ACTU

Alongside to my continually learning about programming and software design I'm still taking commissions for consulting, and design of various kind of projects.

### Udip | 2022 - 2023 Project manager

I managed, designed, and developed urbanization projects with a small team of architects.  
I conducted 3D modeling, created renderings, prepared Photoshop presentations, and generated construction drawings, among other tasks.

### Iprodisa | 2019 - 2022 Project manager

My role, in addition to being a CAD draftsman and co-designer, included managing a small design team and a group of workers in both large and small projects for mechanical, electro-mechanical, and industrial projects.  
I worked for various companies, such as Boehringer, Bemis, Interlub, Bio Zoo, among others.

### Feelance | 2017 - 2019

I made commissions for architectural projects, graphic design and mechanical engineering blueprints.

### Saturn Apple Studios | 2016 - 2017 Design manager

My rol was the designer and quality supervisor, here i had the opportunity ti acquire experience with UI an UX design.  
I also made basic programming in C#, and graphic design.  
Saturn apple studios was a startup focused in game, web and movil development.

### Desing Assitant | 2009 - 2016

I worked as a CAD draftsman, construction supervisor, and design assistant in a few of architecture and engineering companies while I was in college.