Mario Vaquero

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LinkedIn | Github | Blog | Portfolio/Website

Software Engineer

I am experienced in Python with Flask and JavaScript-based programming and have a background in Game Development. Possesses strong skills in communication and documentation that help SWE companies communicate and share information a lot easier.

TECHNICAL SKILLS

Python with Flask, SQL, JavaScript, React, Unity3D, and 2D, C#

TECHNICAL PROJECTS

Game Dev Portfolio - Github | Demo
Portfolio showing some early games I developed early in my career
- Made using HTML, CSS, and Javascript.
- CSS to style the site
- HTML makes up the basic structure
- Javascript is used to make use of the events and edit the db.json

Simulations GUI - Github | Demo
Program made using only Python that shows off different simulations
- Developed GUI to show different simulations
- Solar System, Sand/Gravity, and Conway's Game of Life

Video Game Viewer - GithubFrontEnd | GithubBackEnd
Site made with my classmate Miguel shows a list of games and information on them
- Guided our project to list everything in our DB properly
- Programmed with React to show the information my team gathered

Neon Tails - Github
Online art gallery for cat, dog, and cyberpunk-related images. Focused on Backend
- Developed the backend of this Site using SQL, Flask, and bcrypt
- Handled the dummy data in our database for the front end to access

Goofy Racers - Github
3D Multiplayer racing game made entirely in Python
- Using the Ursina Game engine for the gameplay
- Using Ursina Networking to develop the multiplayer

EXPERIENCE

Urban Arts Partnership   Manhattan, NewYork
Assistant Teaching Artist   June/2020 - Present
- Help teach Game Design and Development in Unity 2D and 3D
- Led course on 5 weeks about Game Design fundamentals

EDUCATION

Flatiron School   Manhattan, NewYork
Full Stack Web Development, Python with Flask and JavaScript program   09/2023-12/2023

Academy of Innovative Technology   Queens, NewYork
High School Diploma   06/2020
CTE Game Design and Development