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Rodrigo Quiroz Reyes

SUMMARY

Inventive and determined software engineer with 1+ year of experience on Game development and frontend software, seeking to make my creative skills and programming knowledge more valuable to my users. Reputable for resolving problems, adept at coding and implementing features. Define myself as a well-organized professional and passionate about developing new technologies.

KEY SKILLS

• Game Development • Game Designing • Quality Assurance • Game Testing • Process improvement • Web Development • Web Design • Web Architecture • Database Management • Performance Resolution • Software Integration,

Technical Skills

Programming Languages: C#, .NET, C++, Java, JavaScript, HTML5, CSS3, SQL, MongoDB, Python
Frameworks: React, React Native, Three JS, Node JS
Software: Unity 3D, Unity 2D, Unreal Engine, Visual Studio Code, CLI, Git Hub, Microsoft Office

PROFESSIONAL EXPERIENCE

Lead Game Designer and Game Programmer
Feb '20 - Jun '21

CIBURC
CDMX, México

Civil association dedicated to environmental conservation through new technologies.

Game Development
- **Oversaw** all aspects of **requirements** analysis and design, core gameplay **mechanics**, UI layouts and defined a game **flow**
- **Programmed** video **game aspects**, including sound, scripts, interface, etc. to increase the user experience
- **Implemented gameplay** that includes combat dynamics, logic script, and movement for characters

Team Collaboration
- **Orchestrated** a team of 7 people to **enhance the reach** of a game through **expanding the scope** by 15%
- **Collaborated** with **team** members, contributing to important design decisions in order to **create** and **improve features**
- **Directed** testing and **troubleshooting** in concluding phases of game development before delivering demo

Frontend Developer (Remote Job)
Jul '21 - Jan '22

Harvestly.Co
San Obispo, CA

A digital marketplace that allows consumers to buy directly from local farms and food producers.

Web Development
- **Refactored** the **platforms** used to manage services such as an e-commerce page, vendor platform, and administrator platform
- **Supervised** and **implemented** the **UI/UX** design of the vendor platform and management platform
- **Designed** a practical **dashboard** which included strategic KPI´s, pie charts and time-laps graphs

Mobile Devices Testing
- **Tested 5+** different **mobile** devices to check responsiveness and functionality of the applications
- **Increased performance by 20%** in the Dashboard page due to animation callbacks with skeleton loading

EDUCATION

B.S. in Computer Science and Technology
Aug '18 - Present

Instituto Tecnológico y de Estudios Superiores de Monterrey
Sante Fe, CDMX

Catalogued as the No. 1 University of México and No. 15 in Latin America, with over 100k students

Additional Information
- **Languages:** Spanish (Native) and English (Fluent)