

Juan Angel Gonzalez Flores

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Work Experience

Alta Tecnología Precitool S.A. de C.V.

Jan 2022 – Present, Puebla, Puebla

Full-Stack Developer

- **Achievements:** During my time at Alta Tecnología Precitool S.A. de C.V. as a Full-Stack Developer, I automated most of the web application deployment process, reducing the necessary time by 60%. Additionally, I improved the user experience of various billing systems by up to 80% by enhancing the interface and creating a more intuitive experience.
- **Activities:** As a Full-Stack Developer, my work included a variety of tasks, such as designing, building, and maintaining web applications. I used Figma Design to design the site and was responsible for the application's construction and deployment. I also worked on building CI/CD environments for automated pre-production and production deployments using Azure and Azure DevOps services.
- **Technologies used:** Next.js, ASP.NET, Genexus, Azure, Azure DevOps

Fasrev

Sep 2021 – Nov 2021, Spain (Remote)

WebGL/Three.js Consultor

- **Achievements:** Utilized my expertise in 3D modeling concepts and tools such as Blender, Three.js, and Substance Painter to optimize models and textures for a 3D suit customizer, resulting in improved performance, reduced load times, and enhanced user engagement.
- **Activities:** Collaborated closely with the IT team to develop a 3D suit customizer using WebGL(Three.js) and 3D modeling concepts, while also providing guidance and support to improve their understanding of these concepts. Designed and developed 3D models and textures for the customizer using my expertise in JavaScript, Blender, React, and Substance Painter.
- **Technologies used:** React, JavaScript, Blender and Substance Painter

Education

Benemérita Universidad Autónoma de Puebla

Puebla, Puebla

- Bachelor's degree in computer science (Online Modality)
- 2023 (November - Graduation Date)

Projects

JohnScript – YouTube Channer

- **Achievements:** I have been able to create a small online community in which we support each other on topics related to 3D on the web.
- **Activities:** Within my YouTube channel, I create tutorials on how people can introduce themselves into 3D technologies on the web, including Visualizers, AR, and Shaders. My tutorials are designed to introduce technology, showing how to approach it, and offering examples of its use.
- **Technologies used:** Three.js, TypeScript, React, WebXR, and WebGL

Skills

React, Next.js, JS/TypeScript, ASP.Net, SQL Server, Azure, Azure DevOps, Git, GitHub