

CarlosAlcala

Front End Developer & Game Designer

contact

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github.com/Solenasth

languages

Bilingual English
Native Spanish

programming

♥ Javascript ES6
SASS, Html 5
OOP (C#)
DB - Relational &
Non-Relational

game dev

♥ Game Design
Gamification
User Psychology

in training

♥ Firebase
React
Rest Microservices

top gallup Strenghts

(click on any for
more information)

Strategic
Individualization
Activator
Ideation
Achiever

project summary

♥ (click here for a
quick summary of
some of my projects
and conferences)

about

Excellent communication skills. Agile Development. Adaptability. Multidisciplinary Team Player. Public Speaking. UX Design Proficient. Strong understanding of user psychology. Results driven. disposition for learning and high capability for mastery.

experience

- | | | |
|-----------|---|------------------------|
| 2017–Now | ACCENTURE
<i>User Experience Engineer(Front End)</i>
I have worked under heavy security regulations for a client in the health industry, my main tasks include ensuring consistency between CMS-produced assets and UX guidelines, improve asset build process for the client, and do research and development of new ways to improve the work pipeline. During my spare time I worked on internal projects researching and prototyping applications in Firebase | Monterrey, Mexico |
| 2015–2017 | STAR JELLY GAMES
<i>Team lead, Art director, Scrum Master</i>
This was my start-up, we developed games and general software, mostly focusing on our strengths to create interactive web experiences, during this time I learned a lot about project management and multidisciplinary teams, each of us had to wear many hats, and mine mostly focused on team leading, game design and art direction. | Aguascalientes, Mexico |
| 2013–2017 | ANIMACTIVA
<i>Outsourced Tech Advisor and developer</i>
We incubated our start up in Animactiva, during that time I regularly served as a tech advisor and developer for several projects with them, my main tasks included evaluating client needs and proposing a clear path for success, estimate efforts and development times for the team and communicate that information to the client. | Aguascalientes, Mexico |

education

- | | | |
|-----------|--|--|
| 2010–2014 | B.Eng. Computer Systems Engineer (equivalent to Computer Science Engineering) | Universidad Autonoma de Aguascalientes |
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Conferences & Workshops

- | | | |
|-------------|--|----------------------|
| 2016 | Game Design and how to start developing games | Aguascalientes |
| 2015 | Gamification & its impact in User eXperience | DevHr & Campus Party |
| 2013 , 2014 | Game development, State of the industry and how to start | Aguascalientes |

interests

professional: Game Development, Game Design, Web Technologies, Serverless architecture, Javascript frameworks.

personal: Videogames, Tea blends, Lo-Fi beats, Creative Writing, Dogs, Dungeons & Dragons