Front end developer Front end developer Front- End Developer Boca Raton, FL Front end web development using HTML5, CSS3, Bootstrap, Jquery, ES6, ReactJs, VueJs, Angular 2+, Firebase, Worpress. Knowledge in programming languages C#, Python, ActionScript3. Unity3d development. Knowledge in softwares: Photoshop, Affinity, Illustrator, Inkscape, Autodesk 3dsmax, Autodesk Maya and Blender. Authorized to work in the US for any employer Work Experience Front end developer Just Nutritive - Boynton Beach, FL March 2019 to Present Front end development, web designer, web layout, Information architecture Technologies: Html, Css, Sass, JavaScript, Bootstrap, Material Design, Wordpress, Bigcommerce, Stencil, A/B testing, ReactJS. Microsoft Support Teleperformance USA - Florida January 2018 to Present Technical support for the Microsoft Office365 suit. Specialist in Sharepoint Online and OneDrive. Debugging Sharepoint Online Sites. Front- end Development Freelance January 2016 to Present Front end development, web designer, web layout, Information architecture Technologies: HTML, CSS, Bootstrap, JavaScript, TypeScript, ReactJS, Angular, Firebase, Wordpress. Angular / Front- End Developer TecTools - Uruguay January 2019 to April 2019 Working part time. Responsive design, bootstrap, angular 2, html5, sass, javascript.   https://www.tectoolsdev.com/ Technical Director Animation Studios ICAIC - Havana, CU January 2013 to January 2016 Icaic Animation Studios. 3D Generalist 3D Generalist and Unity3d developer Technologies: Unity3d, C#, Python. Arts: Autodesk 3dmax, Autodesk Maya, Blender, Photoshop, Illustrator. Lead Programmer and designer Animation Studios ICAIC - Havana, CU 2013 to 2014 Designer and programmer of the Show-Run-Virtual in the Web for the the University UCI.   Technology: HTML, CSS, ActionScript 3. Design 3d: Autodesk 3dMax, Blender, Photoshop Lead Designer, ICVT ICVT - Puerto Ordaz, Venezuela 2011 to 2012 Develop multimedia to represent the operation of drill holes. Modeling, texturing, animation, simulation of fluids, motion graphic designer.   Technologies: HTML, CSS, JavaScript. Design: Blender, Photoshop Technical Director UCI - Havana, CU 2008 to 2009 UI development: CSS, Photoshop Modeling, texturing buildings and spaces corresponding to the Virtual tour of the University of Computer Science, Cuba. Also modeling character, rigging and animation the npc. Education Dipl in 3D Animation Centre for Development of Advanced Computing - Chandigard, India February 2010 to April 2010 Bachelor's in

Computer Science Universidad de las Ciencias Inform ticas - Havana, IL September 2001 to July 2007 Skills Photoshop, C# (5 years), Unity3D (2 years), Microsoft Office, 3D character animation, Rigging in Blender, Unity3d asset management and programming (2 years), HTML 5, CSS3, Javascript (3 years), Angular (Less than 1 year), A/B testing (Less than 1 year), Jquery, Bootstrap, ReactJs (1 year), VueJs (Less than 1 year)

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