

Pablo R. Weremczuk

SOFTWARE DEVELOPER · OPEN SOURCE CONTRIBUTOR

Mezibranska 577/19, 110 00 Nove Mesto, Praha 1, Praha, Czech Republic

☎ (+420) 777990257 | ✉ pablo.weremczuk@gmail.com | 🌐 pabloweremczuk | 🐦 @weremsoft | 📧 pablo.weremczuk

Looking for a position as a C#/Angular developer.

Education

UAI(Interamerican Open University)

COMPUTER SCIENCE AND ENGINEERING

Computer Engeniering at Universidad Abierta Interamericana (UAI)

Buenos Aires, Argentina

Mar. 2014 - PRESENT

IBM

CERTIFIED LOTUS PROFFESIONAL - SP: 3014982

Certified Lotus Proffesional on applications development.

Buenos Aires, Argentina

Jun. 2006

Skills

Programming C99, C#, CMAKE, WebAssembly, OpenGL

Web Angular 4, Javascript, Less, Protractor, Jasmine, Pixijs

Languages English, Spanish

Experience

Spine Animation Library for Raylib Game Engine

C99/WEBASSEMBLY DEVELOPER - MAINTAINER

- Created implementation of Spine Animation Library for RayLib game engine
- Created 2D and 3D versions and examples
- <https://github.com/WEREMSOFT/spine-raylib-runtimes>

Prague, Czech Republic

Jan 2020 - Present

FLECS

C99/WEBASSEMBLY DEVELOPER - CONTRIBUTOR

- Implemented error handling on the parser
- <https://github.com/SanderMertens/flecs>

Prague, Czech Republic

Dec 2019 - Jan 2020

Dear ImGui implementation for Raylib Game Engine

C99/WEBASSEMBLY DEVELOPER - MAINTAINER

- Created implementation of Dear ImGui for RayLib game engine
- Created starting template and examples
- <https://github.com/WEREMSOFT/c99-raylib-cimgui-template>

Prague, Czech Republic

Jul 2020 - Present

Barclays

AVP ANGULAR DEVELOPER

- Angular developer for internal project
- Developed E2E testings on Protractor and Selenium.
- Upgrade and maintainence of the system

Prague, Czech Republic

May 2018 - Present

Techona

SR. SOFTWARE ENGINEER

- Casino games development using Google Closure
- UI Optimization for smartPhone, tablets and physicals slot machines
- Troubleshooting of minified code on different devices
- Build automation using NodeJS
- Prototype creation using PIXIJS, Spine and DragonBones

Prague, Czech Republic

Feb. 2017 - May 2018

FreeLance IOS Developer

IOS DEVELOPER

- Fitness app using geolocation phone capabilities
- Native IOS app on Swift 4

Prague, Czech Republic

Nov. 2017 - 2018

Devicescape

ANGULARJS/NODEJS DEVELOPER

- AngularJS UI development for mobile apps.
- NodeJS endpoints mockups for API testing.
- Google Analytics implementation for app tracking.
- IOS integration using Swift
- Created ProtractorJS cases for UI testing.
- Docker container for UI testing on a Jenkins Box
- NodeJS endpoint REST API creation using BookShelfJS ORM

San Francisco, California

Jul. 2016 - Feb. 2017

Bluesmart

ANGULARJS/NODEJS DEVELOPER

- Optimized the load times of the company website from 15 secs. to 3 secs.
- Maintained the company's e-commerce site, made with Ruby on Rails and PostgreSQL.
- Added fraud prevention fixes to the e-commerce site.
- Metric tools integration(Google Analytics, Mixpanel, Google Tag Manager, among others).

Buenos Aires, Argentina

Feb. 2016 - Jul. 2016

Inaka(an Erlang Solutions Company)

ANGULARJS DEVELOPER

- Developed an administration dashboard on AngularJS, interacting a REST API made in Erlang.
- Developed E2E testings on Protractor and Selenium.
- Developed Unit Testings on Jasmine
- Developed fake REST endpoints on ExpressJS/NodeJS in order to run regression tests and day to day development

Buenos Aires, Argentina

Aug. 2015 - Feb. 2016

The Walt Disney Company of Argentina

LEAD DEVELOPER

- Hired a team of four people in order to fulfill the needs of the region (15 countries).
- Implemented and migrated 3 different CMS's in the course of 5+ years
- Review budgets with system providers
- Followed different projects in a wide range of technologies, mostly PHP on Linux, but also Ruby on Rails and NodeJS/MongoDB

Buenos Aires, Budapest, Uk

March. 2009 - Aug. 2015

Three Melons

LEAD DEVELOPER / GAME DESIGNER

- Created games in Flash, using ActionScript 3.0 for companies like Disney, Lego, MTV, among others.
- Led multidisciplinary teams in several projects for the named companies.

Buenos Aires, Argentina

Oct. 2007 - Feb. 2009

Galicia Bank

SENIOR SOFTWARE DEVELOPER

- Maintained several collaborative systems made in Lotus Notes.
- Led a team of three people, working also with Lotus Notes among other tools.

Buenos Aires, Argentina

Nov. 2006 - Oct. 2009

MicroGestion Software

SENIOR SOFTWARE DEVELOPER

- Developed collaborative systems based on the tool Lotus Notes.
- Worked as consultant in companies like Unilever, Clorox, Johnson Diversey, among others.

Buenos Aires, Argentina

Jul. 2000 - Nov. 2006

Extracurricular Activity

Github

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Prague, Czech Republic

Jul 2020 - Present

Github

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Prague, Czech Republic

Jan 2020 - Present

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Prague, Czech Republic

Dec 2019 - Jan 2020

Global Game Jam 2020

C99/WEBASSEMBLY DEVELOPER

- Develop Entity Component System based game in C.
- Develop game for competition.

Berlin

2020

Global Game Jam 2019

C++ PROGRAMMER

- Develop game engine in C++.
- Develop retro game for competition.

Prague

2019

Vox Populi Vox Dei 2

PROGRAMMER/CONSULTOR

- Programmed the main code and visual effects.
- Designed the first bosses and level layout.

Steam - USA

2013 - 2015

Naka Outdoors Mobile App

PROGRAMMER

- Programmed the e-commerce App on AngularJS/Phonegap.
- Published the app in the Apple App Store.
- Published the app in the Google Play Store using 2 different versions. One for older Android devices.

App Store/Google Play Store

2015 - Present

EHS App

PROGRAMMER

- Programmed an identity control App on AngularJS/Phonegap.
- Published the app in the Apple App Store.
- Published the app in the Google Play Store.

App Store/Google Play Store

2015 - Present

Honors & Awards

INTERNATIONAL

- 2009 **3rd place**, Kongregate Weekly Contests for the game "Vox Populi Vox Dei (a werewolf thriller)"
- 2008 **3rd place**, Kongregate Weekly Contests for the game "Engines of Creation".

U.S.A

U.S.A

Talks & Presetations

2020 WAD Berlin (We Are Developers Conf)

ON THE METAL: THE FUTURE OF FRONT END DEVELOPMENT IS LOW LEVEL

- I'll talk about Data Oriented Design, WebAssembly, and why the future of frontend development looks a lot like linux programming.

Germany

May. 2020

2013 EVA (Argentinan Game Developer Conference)

FACEBOOK USER BEHAVIOR

- Talked about a mathematical model describing player behaviours on Facebook Games.

Argentina

Nov. 2013

2012 EVA (Argentinan Game Developer Conference)

VOX POPULI VOX DEI POSTMORTEM

- Talked about my game and how I monetized it.

Argentina

Nov. 2012

Writing

250 Indie Games You Must Play

COLLABORATOR

- My game "Vox Populi Vox Dei" was published on the book.

Joe Simpson

2011