# Pablo R. **Weremzuk**

SOFTWARE DEVELOPER · OPEN SOURCE CONTRIBUTOR

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

## Education

**UAI(Interamerican Open University)**                    *Buenos Aires, Argentina*

COMPUTER SCIENCE AND ENGINEERING                              *Mar. 2014 - PRESENT*

Computer Engeniering at Universidad Abierta Interamericana (UAI)

**IBM**                                                   *Buenos Aires, Argentina*

CERTIFIED LOTUS PROFFESIONAL - SP: 3014982                             *Jun. 2006*

Certified Lotus Proffesional on applications development.

## Skills

| | |
|---|---|
| **Programming** | C99, C#, CMAKE, WebAssembly, OpenGL |
| **Web** | Angular 4, Javascript, Less, Protractor, Jasmine, Pixijs |
| **Languages** | English, Spanish |

## Experience

**Barclays**                                              *Prague, Czech Republic*

AVP ANGULAR DEVELOPER                                        *May 2018 - Present*

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

**Techona**                                               *Prague, Czech Republic*

SR. SOFTWARE ENGINEER                                       *Feb. 2017 - May 2018*

- 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

**FreeLance IOS Developer**                               *Prague, Czech Republic*

IOS DEVELOPER                                                  *Nov. 2017 - 2018*

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

**Devicescape**                                          *San Francisco, California*

ANGULARJS/NODEJS DEVELOPER                                  *Jul. 2016 - Feb. 2017*

- AngularJS UI development for mobile apps.
- NodeJS endpoints mockups for API testing.
- Google Analitics 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

**Bluesmart**                                             *Buenos Aires, Argentina*

ANGULARJS/NODEJS DEVELOPER                                  *Feb. 2016 - Jul. 2016*

- 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).

### Inaka(an Erlang Solutions Company)
ANGULARJS DEVELOPER

*Buenos Aires, Argentina*
*Aug. 2015 - Feb. 2016*

- 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

### The Walt Disney Company of Argentina
LEAD DEVELOPER

*Buenos Aires, Budapest, Uk*
*March. 2009 - Aug. 2015*

- 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 curse 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

### Three Melons
LEAD DEVELOPER / GAME DESINGER

*Buenos Aires, Argentina*
*Oct. 2007 - Feb. 2009*

- 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.

### Galicia Bank
SENIOR SOFTWARE DEVELOPER

*Buenos Aires, Argentina*
*Nov. 2006 - Oct. 2009*

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

### MicroGestion Software
SENIOR SOFTWARE DEVELOPER

*Buenos Aires, Argentina*
*Jul. 2000 - Nov. 2006*

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

## **Ext**racurricular Activity

### Github
C99/WEBASSEMBLY DEVELOPER - MAINTAINER

*Prague, Czech Republic*
*Jul 2020 - Present*

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

### Github
C99/WEBASSEMBLY DEVELOPER - MAINTAINER

*Prague, Czech Republic*
*Jan 2020 - Present*

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

### FLECS
C99/WEBASSEMBLY DEVELOPER - CONTRIBUTOR

*Prague, Czech Republic*
*Dec 2019 - Jan 2020*

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

### Global Game Jam 2020
C99/WEBASSEMBLY DEVELOPER

*Berlin*
*2020*

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

### Global Game Jam 2019
C++ PROGRAMMER

*Prague*
*2019*

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

### Vox Populi Vox Dei 2
PROGRAMMER/CONSULTOR

*Steam - USA*
*2013 - 2015*

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

### Naka Outdoors Mobile App
PROGRAMMER

*App Store/Google Play Store*
*2015 - Present*

- 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.

**EHS App**                                                        *App Store/Google Play Store*

Programmer                                                          *2015 - Present*

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

# Honors & Awards

International

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

# Talks & Presetations

### 2020 WAD Berlin (We Are Developers Conf)                       *Germany*

On The Metal: The future of front end developent is low level       *May. 2020*

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

### 2013 EVA (Argentinan Game Developer Conference)                *Argentina*

Facebook User Behavior                                             *Nov. 2013*

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

### 2012 EVA (Argentinan Game Developer Conference)                *Argentina*

Vox Populi Vox Dei Postmortem                                      *Nov. 2012*

- Talked about my game and how I monetized it.

# Writing

### 250 Indie Games You Must Play                                  *Joe Simpson*

Collaborator                                                        *2011*

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