Pablo R. **Weremzuk**

SOFTWARE DEVELOPER · LEAD PROGRAMMER

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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	Node.JS, AngularJS, Javascript
Web	Express with Node.JS, HTML, SASS
Languages	English, Spanish

Experience

Techona
Prague, Czech Republic

SR. SOFTWARE ENGINEER
Feb. 2017 - Present

- Casino Games Development Using Google Closure
- UI Optimization for SmartPhone, Tablet and Physicals Slot Machines
- Build automation using NodeJS

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. I lowered the load times 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 Solution Company)
Buenos Aires, Argentina

ANGULARJS DEVELOPER
Aug. 2015 - Feb. 2016

- Developed an administration dashboard on AngularJS, interacting a REST API made in Erlang.
- Developed E2E testings on Protractor and Celenium.
- 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
Buenos Aires, Budapest, Uk

LEAD DEVELOPER
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
- Reviewd burgets 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
Buenos Aires, Argentina

LEAD DEVELOPER / GAME DESINGER
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

Buenos Aires, Argentina

Senior Software Developer

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

Buenos Aires, Argentina

Senior Software Developer

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.

Extracurricular Activity

Vox Populi Vox Dei 2

Steam - USA

Programmer/Consultor

2013 - 2015

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

Naka Outdoors Mobile App

App Store/Google Play Store

Programmer

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*

Presentation

2013 EVA (Argentinan Game Developer Conference)

Argentina

Faecbook 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.