

Pablo R. Weremczuk

SOFTWARE DEVELOPER · OPEN SOURCE CONTRIBUTOR

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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

Barclays

SR. FRONTEND DEVELOPER

- Angular developer for internal project
- Architectural owner of Angular frontend
- 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 - Present

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)

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 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

Three Melons

Buenos Aires, Argentina

LEAD DEVELOPER / GAME DESIGNER

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

Extracurricular Activity

Github

Prague, Czech Republic

C99/WEBASSEMBLY DEVELOPER - MAINTAINER

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

Prague, Czech Republic

C99/WEBASSEMBLY DEVELOPER - MAINTAINER

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

Prague, Czech Republic

C99/WEBASSEMBLY DEVELOPER - CONTRIBUTOR

Dec 2019 - Jan 2020

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

Global Game Jam 2019

Prague

C++ PROGRAMMER

2019

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

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

Talks & Presetations

2020 WAD Berlin (We Are Developers Conf)

Germany

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

May. 2020

- I'll talk about Data Oriented Design, 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.