Pablo R. **Weremzuk**

Software Developer · Lead Programmer

C1427CZB, Donado 810 10 'D', CABA, Buenos Aires, Argentina

(+5411) 6876-0653 | pablo.weremczuk@gmail.com | weremsoft.github.io | pabloweremczuk | @weremsoft | pablo.weremczuk

Education

UAI(Interamerican Open University)
Computer Science and Engineering

Buenos Aires, Argentina
Mar. 2014 - PRESENT

Computer Engeniering at Universidad Abierta Interamericana (UAI)

IBM
Certified Lotus Proffesional - SP: 3014982

Buenos Aires, Argentina
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
Sr. Software Engineer

Prague, Czech Republic
Feb. 2017 - Present

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

Free Lance IOS Developer
IOS Developer

Prague, Czech Republic
Nov. 2017 - Present

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

Devicescape
AngularJS/NodeJS Developer

San Francisco, California
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
AngularJS/NodeJS Developer

Buenos Aires, Argentina
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)
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 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*

Lᴇᴀᴅ Dᴇᴠᴇʟᴏᴘᴇʀ   *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*

Lᴇᴀᴅ Dᴇᴠᴇʟᴏᴘᴇʀ / Gᴀᴍᴇ Dᴇsɪɴɢᴇʀ   *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*

Sᴇɴɪᴏʀ Sᴏғᴛᴡᴀʀᴇ Dᴇᴠᴇʟᴏᴘᴇʀ   *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*

Sᴇɴɪᴏʀ Sᴏғᴛᴡᴀʀᴇ Dᴇᴠᴇʟᴏᴘᴇʀ   *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*

Pʀᴏɢʀᴀᴍᴍᴇʀ/Cᴏɴsᴜʟᴛᴏʀ   *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*

Pʀᴏɢʀᴀᴍᴍᴇʀ   *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*

Pʀᴏɢʀᴀᴍᴍᴇʀ   *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

Iɴᴛᴇʀɴᴀᴛɪᴏɴᴀʟ

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*

Fᴀᴇᴄʙᴏᴏᴋ Usᴇʀ Bᴇʜᴀᴠɪᴏʀ   *Nov. 2013*

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

2012 EVA (Argentinan Game Developer Conference)   *Argentina*

Vᴏx Pᴏᴘᴜʟɪ Vᴏx Dᴇɪ Pᴏsᴛᴍᴏʀᴛᴇᴍ   *Nov. 2012*

- Talked about my game and how I monetized it.

Writing

250 Indie Games You Must Play   *Joe Simpson*

Cᴏʟʟᴀʙᴏʀᴀᴛᴏʀ   *2011*

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