

Pablo R. Weremczuk

SOFTWARE DEVELOPER · LEAD PROGRAMMER

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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 Node.JS, AngularJS, Javascript

Web Express with Node.JS, HTML, SASS

Languages English, Spanish

Experience

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 - Present

Bluesmart

ANGULARJS/NODEJS DEVELOPER

- 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).

Buenos Aires, Argentina

Feb. 2016 - Jul. 2016

Inaka(an Erlang Solution Company)

ANGULARJS DEVELOPER

- 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

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 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

Buenos Aires, Budapest, Uk

March. 2009 - Aug. 2015

Three Melons

LEAD DEVELOPER / GAME DESINGER

- 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 colaborative 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

Buenos Aires, Argentina

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

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

PROGRAMMER

App Store/Google Play Store

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)"
- 2008 **3rd place**, Kongregate Weekly Contests for the game "Engines of Creation".

U.S.A

U.S.A

Presentation

2013 EVA (Argentinan Game Developer Conference)

FACEBOOK USER BEHAVIOR

Argentina

Nov. 2013

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

2012 EVA (Argentinan Game Developer Conference)

VOX POPULI VOX DEI POSTMORTEM

Argentina

Nov. 2012

- Talked about my game and how I monetized it.

Writing

250 Indie Games You Must Play

COLLABORATOR

Joe Simpson

2011

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