OSCAR ALEJANDRO VITELA RAMÍREZ

Full Stack Developer

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CAREER SUMMARY

I'm a Full Stack developer with Master Degree in Computational Science and 8+ year experience working in projects of all kinds and complexity, recently going from web applications using Node JS, React JS and Others. I also have experience working in Destkop application development, Game development with Unity and Unreal, and also development of apps and tools for research purposes such as Computational Vision, Math solving problems, Data Analysis, etc.

WORK EXPERIENCE

Full Stack Junior Developer — Symliv

2021 - Present

Worked as a Junior Full Stack developer in Symliv company helping with development of full app implementation, helping with a small team to develop the app from scratch building high impact use tools, micro services and API integration. The app is developed using Node JS, GraphQL, MongoDB and ReactJS. I also work with development environments such as VSCode, GitHub, BitBucket, Slack, Jira. The management of the project is done using SCRUM methodology. Also, the communication with the team was fully native english speaking so really good english skills were needed.

Achievements:

The following achievements were done in the job:

- Development and implementation of full app from scratch.
- Development of important and critical tools.
- Micro services implementation.
- API integration.
- Good English speaking skills.

Technologies used:

`Node JS` `React JS` `GraphQL` `MongoDB` `Git`

Research Developer — Universidad de Morelia

2019 - 2021

Worked as researcher developing and implementing Low Cost Motion Capture system with research purposes. The backend of the full app was build with C++ and OpenCV API, developing low level tools, and applying complex Math Problem solving with good optimization practices, needed for the app to run on realtime. A draft of a science paper of this project was written.

Technologies used:

`C++` `OpenCV`

SKILLS & TOOLS

Frontend

React JS

JavaScript

HTML/CSS/SASS/LESS

Unity

Backend

Node JS

C++

C#

GraphQL

MongoDB

java

Others

`DevOps` `Code Review` `TypeScript` `Apollo` `Express` `Git` `Github` `aws` `SCRUM` `Kanban` `JSON, REST, XML` `Android` `IOS` `Visual Studio` `Unity` `Unreal` `Linux`

EDUCATION

MSc in Computer Science
Universidad Michoacana de San Nicolas de Hidalgo
2016 - 2018

Research Developer

Freelance

2017 - 2021

Worked as personal developer for a resarcher at Hofstra University. Many projects were developed and used for research purposes using Unity, C#, C++ and OpenPose. The projects required some complex programming, problem solving, Complex Math Solving problems skills, Data Analysis and other.

Technologies used:

`Unity` `C#` `C++` `OpenPose`

Senior Game Developer

Ectoplasma GS

2019 - present

Worked as the main and only developer for a 2D indie game project currently in secret status waiting for demo launch. The game is build in Unity and is being developed using C# with Visual Studio Community. The development of the project consist on full demo project working in the implementation of all Game Mechanics, features, UI, performance and Util tools development. The status of the demo is almost done and waiting for a community management strategy to go public.

Achievements

Full Development from scratch to a final demo product with professional quality for the Indie game developed.

Technologies used:

`Unity` `C#`

Full Stack Developer

Freelance

2014 - 2020

Worked as a freelance developer involving in jobs of different kinds for different clients. This jobs include desktop development with java, C# and .NET, mobile development with Android using java and web development using HTML/CSS/LESS, Javascript, PHP and MySQL.

Technologies used:

`java` `C#` `.NET` `Android` `HTML` `Javascript` `PHP` `MySQL`

BSc in Computer Engineering
Instituto Nacional de Mexico,
Campus Morelia.
2009 - 2014

SKILLS

Proactive
Adaptability
Teamwork
Problem Solving
Critical thinking
Creativity
Organization and time management

LANGUAGE

Spanish (Native)

English (Professional)

INTERESTS

Swimming
Playing Piano
Technology