



## Frontend Developer & Game Programmer

**Ana Beatriz Martínez H.**

### Profile

I'm a Frontend Developer and Game Programmer with 3 years of experience developing software. I'm looking to collaborate in a position that allows me to demonstrate my skills and continue learning in both areas. My experience is based on the development of PWA and mobile applications for companies, as well as creating games in Unity and Unreal Engine. I have problem-solving skills, combined with knowledge of JavaScript, C# and C++.

### Skills

- JavaScript
- TypeScript
- Angular 4
- Vue 3
- Ionic 4
- HTML5
- CSS3
- SCSS
- PHP
- SQL
- C#
- Unity
- C++
- Unreal Engine
- Git
- SCRUM
- Methodology
- RUP Methodology
- Responsibility
- Teamwork

### Languages

- English: medium (B2 according to the Common European Framework of Reference)
- Spanish: native

### Contact Details

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### Hobbies

🎮 Playing Games   🕺 Dancing   🏋️ Working out   📖 Reading   🧩 Puzzles

## Work Background

### Geslord – Full Stack Developer

#### jan. 2023 - Present

- Development of a web application for the public accounting area in Venezuela.
- Frontend programming using Vue 3:
  - ✓ Screen layout maintaining a responsive design, using CSS, media queries, flexbox y grid.
  - ✓ Integration and consumption of REST services.
- Back End programming with Node Js, creating models, services, and generating reports in PDF format.
- Database consultation using PgAdmin and PostgreSQL.

### DevJSolutions – Frontend Developer

#### aug. 2021 – jan. 2023

- Mobile application development in charge of helping users to keep track of the government regulations and rules of the Hydrocarbons sector in Mexico, with the objective of avoiding sanctions.
- Frontend programming using TypeScript, in the Ionic framework, based on Angular:
  - ✓ Screen layout maintaining a responsive design with the web version of the mobile application, using SCSS, media queries, flexbox and grid.
  - ✓ Integration and consumption of REST services.
- Implementation of Back End architecture using Microsoft technology: web api development with three-tier architecture, Service, Business logic, and data tier utilizing as ORM Entity Framework with Code First approach for interaction with the SQL database.
- Creation of services and generation of reports in pdf format using C#.
- Database consultation from Microsoft SQL Server.

## Projects

### A Forest Adventure – 2D Platformer game

#### nov. 2024

- Development of the game and level design using Unity.
- Programming the game logic in C#:
  - ✓ Prototyping of the 3Cs (Camera/Controls/Character).
  - ✓ Implementation of character physics.
  - ✓ Design of interactions with the environment.
  - ✓ Programming of enemies and their respective interactions.
  - ✓ Implementation of procedural generation techniques of levels.
- Creation of intuitive and visually engaging user interfaces for the menus.

## Courses and Certifications

### C# for Videogames – Platzi

#### nov. 2024

### Vue.js: Introduction and Fundamentals – Platzi

#### jan. 2023

### Ionic 4 – Platzi

#### jan. 2022

### Practical Frontend Developer Course – Platzi

#### nov. 2021

## Education

### Advanced Technician, University Level in Maintenance of Software Systems – Universidad Nacional Abierta

#### jun. 2023

### Civil Engineering – Universidad Nacional Experimental del Táchira

#### aug. 2023