

# Óscar A. Montiel <sup>27</sup>

Front-end/Software Developer

Querétaro, México

[animanoir.xyz](http://animanoir.xyz) · [LinkedIn](#) · [GitHub](#)

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## Work Experience

Aug. 2020 - →

**Application Development** · [PSL Group](#) · **React** | **SASS** | **Storybook** | **Jira**

Creation and maintenance of React components used for multiple webapps services and newsletters of the company. Focused detail in modularity to achieve ease in constant mutation requested by design. Effective teamwork communication using Jira ticket system for tasks and issues.

Jan. - Aug. 2020

**3D Web Development** · [Outsiders Gallery](#) · **Three.js** | **AWS** | **HTML/CSS/JS**

Developer and core advisor in the creation of 3D web experiences for Outsiders Gallery's ZeYX Lab using Three.js. Tinkered with AWS and Hubs Cloud to create a customized virtual space for art expositions. Assistance in the development of [outsiders.gallery](#) official website.

**3D Web Development** · [OTONO/MRMT](#) · **Three.js** | **HTML/CSS/JS**

Core developer in the creation of a [3D virtual garden](#) using Three.js for the promotion of musician Jardines' newest album [Alquitrán](#), meant for listeners to get lost in it while searching the sources of music. Recognized in the press: [HolaWave](#), [Ibero 90.9](#).

Jan. 2019 - Aug. 2020

**Web Development** · [NUUMX](#) · **React** | **HTML/CSS JS** | **Webflow CMS**

Development of custom websites ranging from AI startups to community churches using Webflow CMS, eg. [Zenus](#). Creation of React components and documentation for the [Cordage](#) web application.

Dec. 2017

**Web Development** · [Festival Sonorum](#) · **HTML/CSS JS** | **Bootstrap**

Development of the official website for *Festival Sonorum: Festival internacional de artes y nuevas tecnologías*

Jun. 2016 - Aug. 2017

**Multimedia Integration** · **Game programming** · [Grupo Educare](#) · **HTML/CSS/JS** | **Gamemaker 2**

Development of digital books integrating multiple types of educational media. Programming of pedagogic video games using GM2 with assets provided by a Design team.

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**Artist · Software developer** · [Animanoir](#)

My personal ongoing project of art-engineering exploration. You can see some of my personal work at [animanoir.xyz](http://animanoir.xyz). More links [here](#).

## Tools

**Software development:** HTML/CSS, Eloquent JavaScript, React, React Three Fiber, Jest/Storybook, Three.js, AWS, p5.js, Processing, SASS, Git, Yarn/NPM, Bootstrap, PHP, SEO, MAX/MSP

## Skills

**Design:** Photoshop, Illustrator, Webflow

**Animation/3D:** Blender, Flash/Animate

**Video Edition:** Premiere

**Music/Sound design:** Ableton Live

**English:** 90%

## Education/Certifications

**2021** · Code-X Machina: Critical theory using digital technology

**2018** · B.D. Software engineer, Universidad Autónoma de Querétaro (certification in 2021)

**2017** · Algorithmic music | Centro de las artes (CEART)

**2016** · The Nature of Code | Kadenze

**2015** · Git Essential Training | Lynda (485366DDE02D496C9850E4B43067C1FC)

**2014** · Microsoft Technology Associate | Microsoft (F197-6834

## Activities

**Programming teacher:** Voltaje Hacklab (2016), BEMA (2019)

**Essay writer:** *Homo techno sapiens*, Ouroboros Magazine from the Faculty of Arts, UAQ (2014).

**Content Writer:** CutOut Fest (2014-2015)

**Video editor:** Faculty of Arts, UAQ(2014-2015)

**Music composer** · FACT 10 promo video (2013)

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