

## AXEL ESCUTIA ZUBIETA

### Full Stack Developer & Multimedia Specialist

Morelia, Mexico | [axeleszu@gmail.com](mailto:axeleszu@gmail.com) | <https://www.linkedin.com/in/axel-escutia/> | [Portfolio]

### PROFESSIONAL SUMMARY

Multimedia Specialist and Full Stack Developer with 12+ years of experience integrating visual communication with modern web technologies. Skilled in end-to-end web development (HTML5, CSS3, JS, PHP, Java) and advanced multimedia production for high-visibility government and institutional projects. Proven ability to deliver robust digital platforms, optimize user experiences, and lead technical–creative workflows. Bilingual (English/Spanish).

### TECHNICAL SKILLS

- **Web Development:** HTML5, CSS3, JavaScript (ES6+), PHP, WordPress, Java (Server-side).
- **Design & UI/UX:** Adobe Photoshop, Illustrator, Figma/Adobe XD, UI Prototyping.
- **Video & Motion:** Adobe Premiere, After Effects, Audition, DaVinci Resolve.
- **Tools & Platforms:** Git, Apache/Nginx, VS Code.

### PROFESSIONAL EXPERIENCE

#### FIRA (Trust Funds for Rural Development) | Mexico

##### Digital Media & Web Development Specialist | June 2013 – Present

- **Web Development & UI/UX:** Led the complete redesign and deployment of the institutional website and ESG portal. Managed the full stack: designed the UI, built the frontend with HTML/CSS/JS, and managed the PHP/Java backend integrations.
- **Multimedia Production:** Produced, filmed, and edited over 100 high-impact corporate videos for nationwide distribution, managing the entire pipeline from script to YouTube. El podcast de FIRA producer.
- **System Optimization:** Developed and maintained internal web platforms, improving user experience for staff and reducing support tickets.
- **Design Leadership:** acted as the lead graphic designer for digital campaigns, ensuring brand consistency across web, social, and video channels.

#### Michoacan's Intercultural Indigenous University (UIIM) | Mexico

##### Professor of Video & Marketing | Feb 2013 – June 2013

- Designed and taught curriculum on film theory and production marketing.
- Mentored students on technical software usage, fostering a 99% pass rate.

**Mexican Cinema and Human Sciences Institute (IMICH) | Mexico**  
**Special Effects Instructor | Sept 2012 – Dec 2012**

- Taught advanced VFX workflows using Autodesk Maya and After Effects.

**Instituto Electoral de Michoacán (IEM) | Mexico**  
**Web & Field Operations Specialist | 2011 – 2012**

- Contributed to the digital platform for Michoacán's international voters, supporting UI adjustments, content structure, and technical coordination.
- Executed field operations to promote external voting participation and support the formation of polling-station boards.
- Provided community guidance on electoral processes and assisted with training and organizational logistics.

**CONAFE — National Council for Educational Development | Mexico**

**Digital Communications Specialist | 2008 – 2012**

- Developed and maintained the regional (Michoacán) website, enabling timely diffusion of educational programs.
- Designed communication campaigns to support rural teacher recruitment, coordinating messaging, visual assets, and distribution strategy.
- Collaborated with regional teams to improve information flows and strengthen outreach to remote communities.

**EDUCATION**

**Master in Information and Communication Technologies**  
Universidad Interamericana para el Desarrollo (UNID) | 2019 – 2020

**Bachelor in Communication Sciences**  
Universidad Latina de América (UNLA) | 2004 – 2008

**Harvard Extension School — Web Programming (CSCI E-3)**  
*Completed Fall 2017 — Grade: A, 4 academic credits*  
Coursework included HTML5, CSS3, JavaScript fundamentals, DOM manipulation, client–server interaction, and development best practices.

## **ADDITIONAL COURSEWORK**

### **Harvard Extension School / EDX**

#### **CS50's Introduction to Game Development – June 2024**

Covered mechanics, asset pipelines, Lua, C#, Unity, Unreal Engine, and classic game architectures

### **edX | HarvardX**

#### **HPGG0.2: A Complete Guide to Game Design – January 2025**

Explored core design principles, gameplay systems, prototyping methods, and documentation workflows.

## **LANGUAGES & CERTIFICATIONS**

- **Spanish:** Native
- **English:** C1 Advanced (TOEFL ITP: 657)
- **Japanese:** Basic Diploma