Constanza Duarte

PROGRAMMER

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Github
Linkedin
Website

EDUCATION

TECNOLOGICO DE MONTERREY
Bachelor in Animation and Digitial Arts

- 2013 - 2017
- Animation bachelor inclined towards Game Development.

42 SILICON VALLEY
Programa 42

- 2019 - 2020
- C training program based on peer-learning

EXPERIENCE

FREELANCE DEVELOPER
Freelance | 2020

- Developer for the game Dice And Duels (Work in progress).
- Gameplay, UI y UX.

FREELANCE TRANSLATOR
Keyo | 2018-2019

- Translation of webpage, apps and documents.

MIGHTY ANIMATION
Recruitment Coordinator | 2018

- Recruitment Manager
- Interviewing candidates
- Portfolio revision
- Resume checks

DEVELOPER AND NARRATIVE DESIGNER
2DNUTZ| 2017

- Internship.
- Developer for enemy AI
- Narrative for the game Viva Sancho Villa.

WHO AM I

Digital artist by education, programmer by trade and writer by choice. Love to travel and getting to know new people and cultures. Avid puzzle solver and dedicated hard worker. Extremely motivated to constantly develop my skills and grow professionally. Always open to learn and get better every day.

SKILLS

Skills
- OOP
- Critical Thinking
- Problem Solving
- Basic Algorithms
- Basic Data Bases
- Team Work
- Results Oriented

Tools
- Unity
- Unreal Engine
- Git
- Linux
- Basic Bash
- VSC
- NODE.js

Programming Languages
- C#
- HTML
- CSS
- JavaScript
- JQuery
- Basic C
- SQL

Languages
- Spanish
- English
- French(Basic)

HOBBIES

- Videogames
- Reading
- Learning
- Crochet
- Baking
- Traveling
- Writing
- Puzzle Solving