

## <!-- EDUCATION -->

- May - 2018 ● Tecnológico de Monterrey (Guadalajara)  
Animation and Digital Arts (B.A)
- Jun - 2015 ● Diploma on 3D Modeling (3D box Academy)
- Oct - 2019 ● Full-Stack-Python(Bedu) ● — English (C1)

## <!-- EXPERIENCE -->

### // PyParty Web (BEDU Project) May (2019) - Jan (2020)

By my knowledge of UI and Scrum, I developed the necessary views for the project, following an effective logical and visual implementation for the Front-end. I got involved in planning and developing the database this allowed me to detect and solve the query problems with the Back-end team, in a fast and effective way.

### // Orchestra's Prototype (C# & Arduino ) Jan (2018) - May (2018)

After 5 months of investigation and tests with my team, we created a prototype that allows the user to feel the work of an orchestra director. One of our biggest challenges was the successful connection between both systems and the sensors.

### // Bunny's Game (C# & Unity) Aug (2017) - Dec (2017)

The project on third-person was one of my last challenges on my career, It was there I develop the 3D content, the shaders and the internal code of the character, as well as the interaction with the environment and the enemies.

## <!-- LANGUAGES / SOFTWARE EXP. --->

HTML 5	Intermediate
CSS 3	Intermediate
Git	Intermediate
Bootstrap 5	Intermediate
Javascript ES6	Basic
React	Basic
Redux	Basic
Vue.js	Basic
Python	Basic
Django & DRF	Basic
C#	Intermediate

Front - end

Back - end

Videogames

## OBJECTIVE

To plan, design, and develop projects that will improve, innovate, and adapt the new technologies in the market, all under a work environment unitized and compromised.

- Clear objectives
- Projects on growing
- Collaboration

## DETAILS



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## SOFT SKILLS

- Risk Analysis
- SCRUM
- Creativity
- Innovation
- Adaptability