

Germán Daniel Nieto Gutiérrez

SUMMARY

I've been involved in technology since I can recall, I've done all kinds of computer stuff ranging from programming low level hardware–software interfaces to animating 3D models, but my true love and strength is to code (any kind of coding really) my passion is software, I like to create videogames, I like to create modern websites, I like to create desktop apps, I like to create mobile apps. I like to create.

SKILLS

User Experience	HTML5	CSS3	JS2015 / ES6
MVVM	Rapid Prototyping	Electron	Angular 2+
Typescript	2D Design	3D Design	Java
NodeJS	GIT	Game Development	Javascript Tooling

EXPERIENCE

- Credytag

01/2017 – Present

Frontend Developer

Leading web application development for [Credytag] (<http://credytag.com>), a start-up I work with in my spare time, this company is focused on allowing clients to pay with their cellphones via QR Codes that can be placed within the store itself or carried by a delivery person. This product is still in development.

I'm developing the Seller's web app, in which they can configure bank accounts, review payments, setup QR codes, etc.

Technologies: Angular 4, Typescript, RxJS, Angular-cli, NPM, Flexbox, GIT

- **Oracle**

08/2016 – Present

Senior UX Developer

Leading prototype development of new features and workflows for Oracle HCM applications (HTML5/JS/CSS3), these prototypes are used for demoing purposes to potential clients, and/or to perform usability studies to collect feedback from real users.

Technologies: [Oracle JET](#) (JS Framework), [RequireJS](#) (AMD loader), [KnockoutJS](#) (MVVM), ReactJS, ES6, HTML5, CSS3, Flexbox, GIT

- **Oracle**

05/2014 – 08/2016

UX Developer

Prototype new features and workflows for Oracle HCM applications (HTML5/JS/CSS3), these prototypes are used to perform usability studies to collect feedback from real users to deliver the best UX possible in the future releases of our software.

Technologies: [KnockoutJS](#) (MVVM), JQuery, JQuery UI

- **Niktin Games**

2012 – 2014

Founder

I founded this indie (\$0 funds) game development studio, I dedicated myself to teach game development to people who wanted to join me, I got to publish 1 game [Germ Defense](#) under the Niktin Games brand reaching up to 35,000 downloads on iOS and Android within the first year.

I created every aspect of the game by myself, from 3D modelling, rigging, texturing, animation, rendering, spritesheet packing, level design, to programming, music, logos, icons, 2D designs, and its publishing.

The Niktin Games website is still alive in this address:
<http://www.niktingames.com>

2 more games were left in advanced stages of development.

Technologies: [Blender 3D](#) (open source 3D creation suite), [Lua](#) (programming language), [Corona SDK](#) (2d game engine), Illustrator, Unity3d, C#

- **Freelance**

2007 – Present

Design and web programming of more than 15 websites for several business with assorted web technologies.

Technologies: PHP, MySQL, Apache, [Joomla](#) (CMS), Photoshop

- **Open Source Community**

Ongoing

I like to keep myself up-to-date doing side projects, such as [scrapman](#) and [electron-download-manager] (<https://github.com/danielnieto/electron-download-manager>), for these projects I use Javascript and related technologies.

Technologies: [Electron](#) (desktop apps with web technologies), Node, Mongo, VueJS, NPM, GIT

EDUCATION

- **Instituto Tecnológico de Ciudad Guzmán**

2007 – 2012

Bachelor, Computer Systems Engineering

- **Centro Bachillerato Tecnológico Industrial y de Servicios 226**

2004 – 2007

Technician, Computer Technician

COURSES AND CERTIFICATIONS

- **Oracle Certified Professional, Java SE 6 Programmer**

12/2015

- **C# training course**

2012

Assisted a 60 hours C# and XNA programming course from NIIT Enterprise Learning Solutions

- **Online Courses**

Ongoing

To list a few: SMACSS: Scalable Modular Architecture for CSS (Frontendmasters), Shaping up with Angular.js(Code School),JavaScript Best Practices(Code School),Up and

Running with Node.js (Lynda), Real Time Web with Node.js (Code School)

ACHIEVEMENTS

- **Entrepreneurship Competition**

2011

1st place seminationally on the Entrepreneurship Competition, with a project named “Lumin”, a methodology for teaching object oriented programming; I participated on the development of “Lumin” programming language, written in Java. This project has won several awards locally and nationally.

- **Programming Contest at Instituto Tecnológico de Ciudad Guzmán**

2010

1st place in programming contest, language used: Java

- **Creativity contest at Instituto Tecnológico de Ciudad Guzmán**

2009

1st place in the physicsmathematics field, with project called ANIMMAED, a software which supports learning differential equations, with Adobe Flash tutorials and function plotting, integrated within a program written in Visual Basic .NET (Framework 3.5)

- **Academic Festival (CONACIBA CONAHUM – CONAES)**

2007

2nd place in statewide competition in the Computer science field. (CBTis 6th Semester)

- **Academic Festival (CONACIBA CONAHUM – CONAES)**

2006

2nd place in statewide competition in the Computer science field. (CBTis 4th Semester)

OTHER

- **Exhibitor of the conference “Java as a tool for development of quality games”**

2012

I talked about how Java can be used to develop games with commercial quality, I mentioned techniques and 2d and 3d game engines, such as Slick2D, Jmonkey Engine and Niktino (the game engine that I developed)

- **2D Game Engine development with Java SE and OpenGL optimization**

2012

I developed a 2d game engine written in Java SE, using OpenGL acceleration, features include: Collision detection for nonlinear objects, sprite sheets load, linear transformations, and sprite animation, all within a set of libraries in Spanish.

- **Delivery of 30 hours Blender 3D Course**

2012

Under the 2nd International Congress of Videogames, I once again delivered the courseworkshop “Introduction to Blender 3D modeling suite”.

- **Delivery of 30 hours Blender 3D Training Course**

2011

I was the instructor of a courseworkshop of the modeling suite Blender 3D under the 1st International Congress of Videogames, conducted at Tecnológico de Ciudad Guzmán, where I taught 3D object modeling, texturing, render techniques, introduction to Python programming language, and game development with Blender Game Engine.

PERSONAL INFORMATION

- **Email:** danielnieto89@gmail.com
- **Address:** Rinconada Atemajac Poniente #215, Rinconadas del Valle
- **City:** Zapopan, Jalisco, Mexico

- **Cellphone:**(+52) 3411037934
- **Birthday:** 17th June 1989
- **Civil status:** Single

LINKS

- **Github:** <https://github.com/danielnieto>
- **LinkedIn:**
<https://www.linkedin.com/in/danielnieto89>

Markdown Source of this resume can be found at:

<https://github.com/danielnieto/resume>