

# Germán Daniel Nieto Gutiérrez

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## 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

Oracle JET	HTML5	CSS3 / SCSS	JS2015 / ES6
Electron	Express	React	Angular
Typescript	Python	Ruby / Ruby on Rails	Django
NodeJS	GIT	Game Development	Javascript Tooling

## EXPERIENCE

- Envato (Placeit.net)

*01/2020 - Present*

Frontend Tech Lead

As one of the 2 frontend tech leads, I'm leading the frontend for Placeit, my responsibilities besides still being a Frontend Developer are:

- Code reviews and signoffs
- Ensure teammates follow our software development process (x-workflow)
- Provide technical advice
- Review specification documents

*05/2018 - 01/2020*

Frontend Developer

I'm a developer building many of the most recent features of Placeit. Although I'm mainly a front-end engineer, I have done backend work as well using NodeJS, here is a list of some of the features that I have worked on:

- Redesign of the homepage
- Lists components: I created the component that shows stacked images/videos and allows the user to swipe/scroll through them, this component is found on the Homepage and on all results pages.

- Video pages: I built the UI and all the business logic to allow users to add slides to their video stages, let them sort (drag and drop), duplicate and delete them. Also play the videos on mouse hover, show progress on the playback, update the previews when the video is processed, and persist video previews across browser history changes.
- Audios Waveform (MP3 to SVG): I created the node module that Placeit uses to read a MP3 file, decodes its PCM data and then generates an SVG file with the waves from the audio in the form of bars, this SVG file then gets uploaded to Amazon S3 and is used across Video stage pages.
- Audio Player widgets: I created the Audio Player widgets that are found on the Video pages and on the Audio Library. These Audio players allow lazy .mp3 loading upon playing, and seek-and-play, also, the player displays the playback progress using the SVG files that my node module creates.
- User uploads / Cropper server: I created the Node server (using Express) that accepts user uploaded images to use within our stages. This server's responsibility is to accept user content and/or reposition (crop, zoom in/out) the media upon user request, then uploads the result to Amazon S3, to be served on the frontend.

[Placeit.net](https://placeit.net) is a company that was recently acquired by [Envato](https://envato.com)

Technologies: Vanilla Javascript, jQuery, Node, Ruby on Rails, GIT, SCSS, Flexbox, Neon

- Credytag

*01/2017 - 01/2020*

Frontend Developer

Leading web application development for [Credytag](https://credytag.com), a start-up I work with in my spare time, this company was 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 developed the Seller's web app, in which they can configure bank accounts, review payments, setup QR codes, etc.

Technologies: Angular 7, Typescript, RxJS, Angular-cli, NPM, Flexbox, GIT

- Oracle

*08/2016 - 05/2018*

Senior UX Developer

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

Also, I migrated our plain html/js/css project to Oracle JET, I created a library of JET components that mimicked ADF components' look-and-feel and interactions to be used across prototypes that worked completely on the frontend with mocked data.

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 (HTML/JS/CSS), these prototypes were 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 in my journey, I got to publish 1 game [Germ Defense](#) under the Niktin Games brand reaching up to 60,000 downloads on iOS and Android within its lifespan.

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.

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](#), 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 course-workshop "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

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## 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>*