

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

Oracle JET	HTML5	CSS3 / SCSS	JS2015 / ES6
Electron	User Experience	React	Angular
Typescript	2D Design	3D Design	Java
NodeJS	GIT	Game Development	Javascript Tooling

EXPERIENCE

- Envato (Placeit.net)

05/2018 – Present

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.

- o 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](#) is a company that was recently acquired by [Envato](#)

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

- Credytag

01/2017 – Present

Frontend Developer

Leading web application development for [Credytag](#), 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 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 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

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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>