Germán Daniel Nieto Gutierrez

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

- **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, and/or to perform usability studies to collect feedback from real users.

- **Oracle**

  05/2014 – 08/2016

  UX Developer

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

- **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, before it was removed from appstores.
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.

- **Freelance**

  2007 – Present

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

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

- **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