


# JAVIER MEJIA

Roblox Game Developer

## CONTACT

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 dig1t.io

## TECHNOLOGIES

Next.js

React Router

Rojo

Grunt

Webpack

SASS

Mongoose

AXIOS

Passport.js

Rojo

2014-2020

## SKILLS

Lua

12 years

HTML5

9 years

CSS

9 years

node.js

9 years

Express.js

9 years

TypeScript

9 years

React

9 years

MongoDB

9 years

PHP

9 years

MySQL

9 years

2020-2021

2018-current

## EXPERIENCE

### INDEPENDENT DEVELOPER & DESIGNER

Roblox - 2 Million Game Visits

#### Murder Escape [2M visits]

- Handled map design and 3d modeling
- Programmed game and UI logic
- Designed and implemented user interfaces
- Created visual assets (graphics, sfx, 3d models, textures)
- Designed and modeled 3 maps & starting lobby
- Created 2 weapons

#### Survival Islands [17K visits]

- Created minigame framework
- Designed and modeled 10 maps & starting lobby
- Programmed 10 game modes
- Created 5 weapons
- Programmed a inventory/shop system with ability to purchase and open cases

### FREELANCE WORK

Roblox - 5 Million Game Visits

#### Zombie Task Force [5M visits]

- Created a boilerplate for the creation of story games
- Programmed 4 story games
- Optimized backend code from past developers
- Created, from start to finish, a game mode for the 2021 Roblox Egg Hunt Event.

### MANAGER

Domino's

- Write weekly schedules
- Delegate tasks
- Analyze weekly performance reports
- Onboard, train and hire new employees



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