

Elieser Capillar

elieser.capillar@gmail.com | linkedin.com/in/eliesercapillar | github.com/eliesercapillar

SUMMARY

Passionate **Software Developer** with over **2 years of experience** creating user-focused, immersive applications. Skilled in **C#** and **.NET**, and dedicated to enhancing **user engagement** and delivering **impactful experiences**.

EDUCATION

University of Manitoba | Bachelor of Computer Science (Honours)

September 2017 - February 2024

- Specialization in Human-Computer Interactions.

SKILLS

- **Programming Languages** - C#, C, C++, Python, Java, HTML, CSS, JavaScript, TypeScript, SQL
- **Tools and Technologies** - Vue, .NET, ASP.NET, Git, GitHub Actions, Docker, MSSQL, Unity

EXPERIENCE

ZenFri Inc. | Software Developer

Winnipeg, Manitoba | March 2024 - October 2024

- Led the development of a personalized museum tour guide application, utilizing **Unity**, **ASP.NET MVC**, **MSSQL**, and **Docker**.
- Collaborated with a three-member team to **ideate**, **prototype**, and **iterate** the application, securing over **\$1,000,000** in funding.
- Architected and implemented the application's backend infrastructure, developing **RESTful APIs** for efficient system communication, and integrating **OpenAI's API** to **enhance user experience** with uniquely tailored, context-aware replies.

Ogoki Learning Inc. | Software Developer

Winnipeg, Manitoba | September 2022 - March 2024

- Led the design and development of **five** immersive language **mobile** applications tailored for K-12 indigenous children, catalyzing the preservation of ancestral languages using **Unity**, **C#**, and **.NET**.
- Developed **three** innovative language games, seamlessly integrated into **fifteen iOS** and **Android** applications, driving a revenue increase exceeding **\$750,000**.
- Refactored legacy projects and developed scalable templates, **improving development efficiency** for future projects by **300%**.
- Collaborated with clients, artists, and designers to create engaging, culturally relevant applications that met aesthetic and functional goals, which consistently led to **successful project delivery** and **positive client feedback**.

PROJECTS

StudyBuddy | Academic Tracker

April 2023

- Developed a gamified academic tracker for students, using **Vue**, **JavaScript**, **Python**, and **MSSQL**. Built with a comprehensive test suite (**unit**, **integration**, and **regression**) to achieve **80%** code coverage.
- Established a **CI/CD** pipeline using **GitHub Actions** and **Docker**, streamlining testing and deployment procedures to automate production workflows and **reducing deployment time by over 50%**.

Game Hub | Game Item Browser

November 2022

- Designed a novel game item browser prototype set in an RPG Game World environment using **Unity 2D** and **C#**.
- Leveraged continuous ideation, rapid prototyping methods – including **paper prototypes**, **storyboards**, and **Wizard of Oz** techniques – and **user feedback** to iteratively refine the **user experience**, **maximizing usability** and **engagement**.