

Elieser Capillar

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SUMMARY

Software Developer with over **2 years of experience** creating user-focused, immersive applications specializing in **C#** and **.NET**. Skilled in enhancing **user engagement** and delivering **impactful experiences** as a result of working at multiple client-facing companies.

EDUCATION

University of Manitoba | Bachelor of Computer Science (Honours)

September 2017 - February 2024

- Specialization in Human-Computer Interactions.

SKILLS

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

EXPERIENCE

ZenFri Inc. | Software Developer

Winnipeg, Manitoba | March 2024 - October 2024

- Designed and built a personalized **AI** museum tour guide application using **Unity**, **ASP.NET MVC**, **MSSQL**, and **Docker**.
- Designed and implemented the backend infrastructure, developing **RESTful APIs** for seamless system communication and integrating **OpenAI's API** for context-aware user interactions.
- Partnered with local museums to develop **AI-powered tools** that automated repetitive curator tasks, improving **workflow efficiency**.

Ogoki Learning Inc. | Software Developer

Winnipeg, Manitoba | September 2022 - March 2024

- Led the design and development of **five** immersive language-learning **mobile** applications tailored for K-12 indigenous children, helping preserve ancestral languages using **Unity**, **C#**, and **.NET**.
- Developed **three** innovative language games, seamlessly integrated into **fifteen iOS** and **Android** apps, contributing to a revenue increase of over **\$750,000**.
- Refactored legacy projects and built scalable templates, **cutting development time** by two months per project on average—**boosting efficiency** by **50%**.
- Collaborated with clients, artists, and designers to deliver engaging, culturally relevant applications that met aesthetic and functional goals—consistently leading to **successful project delivery** and **positive client feedback**.

PROJECTS

StudyBuddy | Academic Tracker

April 2023

- Developed a gamified academic tracker for students, using **Vue**, **Typescript**, **Python**, and **MSSQL**. Built with a comprehensive test suite (**unit**, **integration**, and **regression**) to achieve **80%** code coverage.
- Developed a **CI/CD** pipeline using **GitHub Actions** and **Docker**, replacing a manual testing process that took hours to days, with a fully automated workflow—**reducing deployment time** by up to **90%**.

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**.