

# Elieser Capillar

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## SUMMARY

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**Software Developer** with over **2 years of experience** specializing in **C#** and **.NET**. Skilled in building **scalable systems**, **optimizing performance**, developing **APIs**, and deploying **containerized applications** across mobile, desktop, and web platforms.

## EDUCATION

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**University of Manitoba | Bachelor of Computer Science (Honours)**

September 2017 - February 2024

- Specialization in Human-Computer Interactions.

## SKILLS

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- **Frontend** - Vue.js, TypeScript, HTML, CSS
- **Backend** - C#, Python, .NET, ASP.NET MVC, Microsoft SQL Server
- **Tools and DevOps** - Git, GitHub Actions, Docker, Unity

## EXPERIENCE

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**ZenFri Inc. | Software Developer**

Winnipeg, Manitoba | March 2024 - October 2024

- Developed an **AI-driven** museum tour guide application using **Unity**, **C#**, and **OpenAI's API**, with tailored and context-aware user interactions.
- Built a scalable backend infrastructure with **.NET**, **ASP.NET MVC**, and **MSSQL**—designing **RESTful APIs** for streamlined system communication.
- Containerized the application using **Docker**, allowing for easy deployment across various museum infrastructures.
- Partnered with local museums to develop **AI-powered tools** that automated repetitive curator tasks, improving workflow efficiency and reducing manual workload.

**Ogoki Learning Inc. | Software Developer**

Winnipeg, Manitoba | September 2022 - March 2024

- Designed and developed five immersive language-learning mobile apps for K-12 indigenous children using **Unity** and **C#**.
- 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%**.
- Optimized large dictionary data sets using **LINQ**, enabling fast filtering and categorization of **thousands of words**, enhancing usability for young language learners.

## PROJECTS

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**StudyBuddy | Academic Tracker**

April 2023

- Developed a gamified academic tracker for students using **Vue.js**, **TypeScript**, **Python**, and **MSSQL**.
- Implemented a comprehensive suite of **unit**, **integration**, and **regression tests**, with an **80%** code coverage.
- Automated deployment with a **CI/CD** pipeline using **GitHub Actions** and **Docker**, reducing manual testing time from hours to minutes.

**Game Hub | Game Item Browser**

November 2022

- Developed an RPG-style item database in **Unity** and **C#**, applying rapid prototyping techniques (**paper prototypes**, **storyboards**, **Wizard of Oz**) to refine **UX** through continuous feedback.