

Elieser Capillar

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EDUCATION

University of Manitoba | Bachelor of Computer Science (Honours)

Graduated February 2024

- Specialization in Human-Computer Interaction.

EXPERIENCE

ZenFri Inc. | **Software Developer**

Winnipeg, MB (Remote) | March 2024 - October 2024

- Built AI-powered museum tools to enhance visitor experiences and help curators manage exhibits efficiently using Unity, C#, and .NET in an Agile environment.
- Developed a RESTful API using ASP.NET MVC and Docker, hosted on Azure App Service, allowing for efficient system communication.
- Designed an SQL Server database on Azure SQL to efficiently manage and store curator, exhibit, and AI-generated data.
- Implemented unit testing with NUnit, creating test suites for critical components to ensure system reliability, catch regressions early, and maintain high code quality.

Ogoki Learning Inc. | **Unity Developer**

Winnipeg, MB | September 2022 - March 2024

- Led the design and development of language-learning mobile apps for K-12 indigenous children using Unity and C# in an Agile environment from ideation to production.
- Established a CI/CD pipeline using GitHub Actions to automate app releases to the App Store and Google Play Store, significantly reducing manual workload.
- Employed Docker and Azure Container Apps to host an ASP.NET MVC Restful API, allowing users to query with an Azure SQL database containing thousands of words for various indigenous languages and dialects.
- Refactored legacy projects and built scalable templates, cutting development time by two months per project on average—boosting efficiency by 50%.
- Utilized Jira and Notion to collaborate closely with clients, artists, and developers throughout the software development life cycle (SDLC), which consistently led to successful project delivery and positive client feedback.
- Developed three language learning minigames, seamlessly integrated into fifteen iOS and Android apps, contributing to a revenue increase of over \$750,000.

PROJECTS

StudyBuddy | <https://github.com/eliesercapillar/StudyBuddy>

April 2023

- Developed a gamified academic tracker for students, using HTML, CSS, Vue, JavaScript, TypeScript, Python, and SQL Server, complete with a comprehensive test suite (unit, integration, and regression) achieving 80% code coverage.
- Established a CI/CD pipeline using GitHub Actions and Docker, automating testing and deployment workflows to reduce deployment time.

Game Hub | <https://github.com/eliesercapillar/Game-Hub>

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.