Esteban David Lasso López

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PROFESSIONAL SUMMARY

Over 4+ years of experience. I am a self-taught Software Engineer with more than +10 passion projects and side projects. I have worked as a freelancer doing marketing strategies and web design. I have experience as a Front-End and Back-end developer. I am detail-oriented Game Programmer accustomed to working in fast-paced and deadline-driven environments. I am confident in many programming languages, frameworks, systems, and development tools. I like to write clean code following good practices. You can find my most relevant projects on my website.

EMPLOYMENT & EXPERIENCE

Rave.Space GmbH   Berlin, Germany
Junior Full Stack Developer   *August 15 2022 – Present*
RaveSpace crafts virtual worlds in the Metaverse powered by web3 and web technologies.

- Worked with web technologies like Nuxt framework, Threejs, nodejs, websockets, graphql. Object Oriented programming using Typescript.
- Worked with Graphql integration using headless CMS to be reusable in projects.
- Developed and designed several systems that have increase the functionally by 20%.
- Collaborated with colleagues on the constant improvement of the development process to maximize efficiently.
- Worked closely in the development stage of many core functionalities and services.

MishkiYaku Coffee   Berlin, Germany
Web Developer and Designer   *February 2021 – July 2022*
An e-commerce platform with the vision to import the best Ecuadorian coffee to Germany. Environmentally friendly and connected to non-profit projects. Awarded the mention on entrepreneurship from the Ecuadorian Embassy in Germany.

- Implemented over +12 pages in English and German from concept through deployment.
- Modified over +10 CMS elements to make the structure more client-friendly and easier to manage for larger datasets, accounting for a 30% less work per item.
- Improved SEO statues with a 50% of better Google ranking using structured data.
- Created +20 interactive elements to make the site more dynamic and attractive.
- Prototyped using Figma to present design ideas to the client and receive feedback.

Freie Universität Berlin   Berlin, Germany
Summer Research Student   *June 2019 – July 2019*
Summer research stay at the Freie Universität Berlin done parallel to my bachelor's studies. The main area of research was silver nanoparticles, the development of silver nanocomposites, and their possible applications in sensing.

- Elaborated reports and presentations to discuss findings performed in the laboratory.
- Worked more than +120 hours in the laboratory on the synthesis and characterization of Triangular Silver Nanoplates.
- Analyzed over +12 samples using Raman spectroscopy and cyclic voltammetry.
- Performed rigorous measurements that counted for up to 4 times per sample using cyclic voltammetry.
- Analyzed the data and plotted more than +11 graphs using software and relevant equations.

Roche Ecuador S.A   Quito, Ecuador
Intern – Dual Program   *October 2012 – August 2014*
World's largest biotech companies, as well as a leading provider of in-vitro diagnostics and a global supplier of transformative innovative solutions across major disease areas.

- Worked alongside HR department, Communication Department, Purchasing Department, and Business Development Department.
- Made strategies to minimize repetitive task and improve performance, reducing 20% of time waste.
- Created over +30 internal communication emails and announcements.
- Managed more than +10 buying orders, working directly with suppliers to attend to the company's request.
- Participated in every step of acquiring assets process inside the company.

EDUCATION

**Yachay Tech
University**   Urcuquí, Ecuador
Bachelor of Science in Engineer in Nanotechnology
2014 – 2020
ITSA (Instituto Tecnológico Superior Alemán)   Quito, Ecuador
Bürokaufmann
2012 – 2014

CERTIFICATION

Back End Development and APIs from freeCodeCamp 2022
Front End Development Libraries from freeCodeCamp 2021
Learn React Course from Code Academy 2021
JavaScript Algorithms and Data Structures from freeCodeCamp 2021
Responsive Web Design from freeCodeCamp 2021

SKILLS

Languages: Spanish Native language, English C1, German B2.
Programming: C, C#, Java, JavaScript, TypeScript, Python, HTML, CSS, SCSS, Haskell, HLSL.
Testing: Jest
Frameworks: React, Vue, Nuxt.
Package-Managers: NPM, YARN, PIP
Design and editing: Adobe Illustrator, Figma, Photoshop
Engineering: Matlab, Mathematica.
3d-Software: Blender, Unity
Databases: MongoDB, Firebase database, PostgreSQL, MySQL, DynamoDB
Administrative: Google G Suite, Microsoft 365.

CONTESTS

Jump   Lima, Peru
Lead UI Designer and Android Developer   *2018*
A start-up app idea. Participated for funding in the event ``TuApp" Lima-Perú, 2018. The app will help people find jobs online as a freelance with the concept of time banks that can be use to trade for other type of work.

- Designed complete UI from concept through deployment, including logo design, typography and color palette.
- Created +20 UI elements and +8 pages using Adobe Illustrator and Photoshop.
- Programmed the UI using Ionic Framework.

Yupana   Ocaña, Colombia
Lead UI Designer and Android Developer   *2017*
A start-up app idea. Participated for funding in the event ``TuApp" Ocaña-Colombia, 2017. The app will be a tool for students to perform basic algebra, and as a polynomial solver.

- Designed complete UI from concept through deployment, including logo design, typography and color palette.
- Created +15 UI elements including nav bar, navigation buttons, menus using Adobe Illustrator and Photoshop.
- Programmed the UI using Android Studio.

PROJECTS

Social App
Full Stack Project   *2021*
A social network clone created with firebase service that allows users to authenticate add information to his profile like profile picture and a description text.

- Coded 100% of the project. Meaning both back and front end.

Ride to the Heave
WebGL Videogame GMTK Gam Jam   *2020*
Entry for the GAMEJAM GMTKL 2020. A 2D platformer game.

- Coded 40% of the game including areas like UI, mechanics and game logic.
- Designed all the UI elements and playable sprites for the videogame.

Jumpy
WebGL Videogame *2021*
A 2D platformer game.

- Coded 100% of the game including areas like UI, mechanics and game logic.
- Designed all the UI elements and playable sprites for the videogame.

SCIENTIFIC PUBLICATIONS

- *Benalcázar, J., Lasso, E. D., Ibarra-Barreno, C. M., Arcos Pareja, J. A., Vispo, N. S., Chacón-Torres, J. C., & Briceño, S. (2022). Photochemical Optimization of a Silver Nanoprism/Graphene Oxide Nanocomposite's Antibacterial Properties. ACS omega.*

- *Arcos-Pareja, José et al. (2021). "Revealing the Synthesis of Triangular Silver Nanoplates: A Study of the Photochemical Growth Mechanism around the pH and Trisodium Citrate Variations". In: physica status solidi (b) 258.12, p. 2100189.*

- *Ramos, Anthony et al. (2018). "Studies on the structure and electronic properties of Linear Chitosan-Silver nano-composite for biosensor applications". In: 2018 IEEE Third Ecuador Technical Chapters Meeting (ETCM). IEEE, pp. 1–4.*