

JOSÉ JAVIER FUENTE MEZA

SUMMARY

Software Developer with **4+ years of experience using C#** to build scalable applications, interactive systems, and backend logic.

Strong background in **software architecture, APIs, data handling, and Agile methodologies**.

Experienced working in multidisciplinary teams, maintaining production systems, and delivering solutions with a focus on **stability, performance, and maintainability**.

EXPERIENCE

Video game Programmer

Software Developer (C# / .NET) - Yeltic — Jan 2023 – Present

- Development of applications and systems using **C#**, focusing on clean architecture and modular design.
- Implementation of **business logic, data flow, and API integrations** for production environments.
- Experience maintaining and extending existing systems, addressing bugs, and providing technical support.
- Collaboration under **Agile / Scrum** frameworks using **Git, Jira**, and team-based workflows.
- Participation in build pipelines, version control, and deployment processes (including iOS and desktop environments).
- **Key projects:** Yeltic Learn (business trainings), SEDENA VR Therapies (training and simulation systems), Virtual Plant Coronatec (industrial training system)

AI Engineer (Python, LLM/RAG) - Yeltic (Jan 2023 - Present)

- Development of backend services and internal tools focused on **data processing and API-based systems**.
- Design and implementation of automation pipelines for evaluation, reporting, and system monitoring.
- Experience analyzing data, optimizing processes, and supporting internal teams with technical solutions.

Unity Developer - Gemugami (6 months)

- Development of core systems and tools using **C#**.
- Collaboration with designers and developers to implement features and resolve technical issues.
- Maintenance and optimization of existing codebases.

Freelance Game Developer (2020 - 2022)

- Development of custom software solutions with a focus on logic, usability, and maintainability.
- Direct communication with clients to gather requirements and deliver functional systems.
- Play & Learn: Vocabulary-based minigame suite

EDUCATION

- SAE Institute Mexico (2019 – 2022)
Bachelor's degree in game programming

GOAL

C# / .NET Developer interested in building **reliable, well-structured applications** that people actually use. I enjoy working on projects with real impact, where technical depth, clarity of code, and user experience matter—whether that's internal tools, data-driven systems, or long-term products built by collaborative teams.

Contact

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GitHub: <https://github.com/javman18>

Blog: <https://www.javierfuente.com>

SOFT SKILLS

Problem solving · Attention to detail ·
Responsibility · Teamwork · Time
management · Adaptability

TECHNICAL SKILLS

C# (Advanced), Python (Intermediate), C++ (Intermediate), .NET / C# Applications, API integration, SQL fundamentals (queries, data analysis, issue support), Git /
Bitbucket, Agile / Scrum, Jira / CI pipelines

LANGUAGES

Spanish: Native

English: Intermediate

CERTIFICATIONS

Front-End Web UI (Bootstrap 4) - HKUST,
Oct-Dec 2020

Large Multimodal Model Prompting with
Gemini - 2025

LLMOps - 2025

