Jose Isaac Cambronero Valverde

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Summary

Full Stack Developer with nearly 3 years of experience in web development, including frontend, backend, database management, and team onboarding. Proficient in React and Prisma, with knowledge of Unreal Engine 5 and Blender. Successfully led the development of a ticket-selling website at Tavuel. I am seeking a Gameplay Programmer position to leverage my programming skills and passion for game development in creating immersive and engaging player experiences.

Portfolio

https://jicv22.github.io/jicv-portfolio/

Experience

Full Stack Developer

Tavuel - Costa Rica
06/2022 - Present

- Led the complete development of a ticket-selling web app as a programmer, from database management to backend and user interface creation, utilizing React, Tailwinds CSS, Node JS, Prisma, GraphQL and MySQL.
- Led the full development of a 'virtual try-on' web application prototype, from conceptualization to implementation, utilizing technologies such as React, Three.js, MediaPipe, TensorFlow, among others. This solution is designed to enhance the online shopping experience by allowing users to interact with products in an immersive way.
- Provided training sessions to new team members, sharing knowledge about the technologies, projects and development methodologies used in the company.
- Carried out maintenance, updates, and enhancements of multiple existing applications, optimizing their performance and ensuring their stability.

Education

Systems Engineering

Universidad Nacional de Costa Rica

05/2024

Bachelor's Degree

Skill

C++, Unreal Engine, Blender, React, JavaScript, TypeScript, Prisma, GraphQL, MySQL, Firebase, Figma, Photoshop, CSS, HTML, Git, Linux, Three.js.

Certificates

Game Development with Unreal Engine

Udemy - August 2024

Languages

- English (B2)
- Spanish (Native)