Juan Manuel **Muñoz Rivera** .

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Bogotá, Colombia.

Education

2015- 2021 Bogotá	Bachelor's: Systems Engineer and Computer science. *Universidad de los Andes.*

Work History

2019 - 2020 Bogotá	Teacher Assistant *Universidad de los Andes.*

- Assigned to manage Andes College's videogame room.
- Assigned to create tests for students.
- Graded assignments and helped students who were struggling.

2020 - 2020 Bogotá	Junior Developer *Mareigua. LTDA*

- Facilitate the adoption of new technologies in products created at mareigua's laboratory.
- Participate in the design, development and operation of prototypes.

2021 - present Bogotá	Associate Mobile developer *Mensajeros Urbanos*

- Develop new user stories, fix bugs, provide support and add new functionalities to the mobile apps in both iOS and Android.

Projects

2019 Bogotá	VR soil repairing game. Github: https://github.com/jmmunoz14/VR-soil-repairing-game *Universidad de los Andes.*

A Serious game about the hardships of soil repairing. Written in C# using Unity, Oculus rift S and HTC Valve. Team project as a major.

Certificates

- The Complete Android 10 & Kotlin Development Masterclass
- Programming for Everybody (Getting Started with Python)

Skills

- JavaScript   (High Knowledge)
- JAVA   (proficient)
- SCRUM Methodology (Proficient)
- React Native (High Knowledge)
- User Experience (High Knowledge)
- Kotlin (High Knowledge)

Languages

- Spanish   (Native)
- English   (High knowledge)
- Japanese   (Novice)

Interest

- Videogames.
- VR and AR.