

Nicolas David Justiniano Pereira

I'm an Art Director and developer. I craft new methods to input art and creativity into R&D processes, producing outstanding experiences involving games, marketing and media.



hello@nicolasjustiniano.com +56990992035 Santiago de Chile github.com/jstnn

Work experience

- 02/2013 - Present

Creative Chief Officer

Mego

Integral role as an art director, game developer and programmer.

Tasks

 - Art Director
 - Game designer
 - ROR Developer
- 01/2014 -

Creative Design Officer

LALEGAL.CL

Tasks

 - Branding
 - Front-End
- 01/2013 -

Founder

OVNI.FM

Tasks

 - Designer
 - Front-End Developer
- 01/2003 -

Creative Design Officer

PORLAPUTA.COM

Tasks

 - Designer
 - Front-End Developer
 - Editor
- 06/2013 - 01/2014

Front-End Developer

JumpSeller.com

Start-Up Chile

I was part of the 1st generation of entrepreneurs in this chilean government initiative

Tasks

 - Front-End development
 - Mentorship to entrepreneurs

Skills

- Ruby on Rails

Unity C#

Node.js

React.js

iOS development

Android development

Heroku+Git

Docker

Front-End

Python

Quality Oriented

Unit testing

Adobe CS

Deadline oriented

Agile Methodologies

Awards

SILVER EFFIE Chile - 01/2015

Silver Interactive for "El Caso de Laura", iOS/Android game developed for the chilean investigation bureau PDI.

Education

- 01/2010 - 01/2011

Computer Design

Universitat Politècnica de València. Spain
- 01/2004 - 01/2010

Architecture

Universidad Mayor. Chile

Languages

- Spanish
- Written English
- Spoken English

Interests

Bitcoin | Sound Design | Data Science | Motion Graphics | Pixel Art | Voxel Art | Three.js | Big Data