

Julio Salvat

Developer & Artist

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EXPERIENCE

Skywest Digital, Calabasas, CA — *Chief Technology Officer*

2018 - PRESENT

Develop and execute a comprehensive technology roadmap that aligns with the company's vision and mission, incorporating innovative solutions to meet current and future business needs. Drive the ideation, conceptualization, and development of cutting-edge products and services. Ensure that our offerings are on the forefront of technological advancements, maintaining a competitive edge in the market.

- Prototype Concepts
- Interface Design
- Development using PHP, Laravel, Django ReactJS
- New hires and managing remote developers.
- Provide technical solutions and reports for investors.
- AWS, Google Cloud Platform, MongoDB, and MySQL databases.
- Maintain all Dev and Production Environments.
- Data Analysis
- Lead daily team meetings.
- Responsible for company hardware and purchasing decisions

Tech Shock Marketing, Westlake, CA — *Chief Technology Officer*

2014 - 2019

I am responsible for developing strategies to efficiently scale our infrastructure and systems, ensuring maximum reliability, performance, and uptime. This involves identifying, negotiating with, and managing technology partners and vendors to supplement internal capabilities and meet our business needs. Additionally, I regularly report on technology-related metrics, progress, and achievements to the executive team and other stakeholders.

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SKILLS

Developer
Designer
Devops
Database Admin
System Admin
Network Admin
2D & 3D Artist
Motion Graphics

LANGUAGES

HTML
CSS
JavaScript
ReactJS
English
Spanish

EDUCATION

The Art Institute, Fort Lauderdale, FL — *Bachelor of Science, Media and Animation*

2000 - 2004

Prepared me for a variety of creative industries, including animation studios, game

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development companies, advertising agencies, and film production houses.

Media Direct, Deerfield Beach, FL — Senior User Experience Designer

2011 - 2014

I was the lead designer and front-end developer for an app company. We specialized in building an online, free social media platform that enabled users to create native iOS and Android apps, which could then be submitted to the app store for approval under the app company's developer account. I was responsible for 100% of the design work at the time, including websites, icons, logos, and any other custom tasks requested of me.

- HTML5, and CCS3 to hand code and maintain multiple websites.
- Bootstrap to build scalable websites.
- Sass to enhance Style sheets.
- PHP to build the backend of websites.
- Javascript libraries for web development.

Auxilium Studios, Coral Springs, FL — UIUX Designer & 3D Animator

2011 - 2014

Upon graduating from college, I embarked on a journey with a dynamic company that engaged me in a wide array of creative projects spanning the realms of media, animation, print, and web design. My role was diverse, allowing me to explore and contribute to numerous facets of the creative process, nurturing my skills and passion for design across various platforms.

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