



Luis Eduardo Marsiglia Herrera

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Software Developer

About me

I'm a **Software Developer** focused most in the **Frontend**, with **3 years of experience**. Formerly I was **Data Analyst** in the mobile esports scene. I got graduated with a **Bachelor of Science** (2013), and studied **Electronic Engineering** (2014-2020).

My first coding experience was in 2013 with VBA. At the university (2014-2020), I learned C++, *assembly*, and MATLAB. I had my first experience with **web dev** in 2019, first for hobby, and later I made web pages from my own to help myself in my work as data analyst.

I'm **looking for a new position** as a **Frontend Developer**, where I would like to **contribute** with my experience and also **grow** as a developer.

MOST RECENT WORK EXPERIENCE

Data Analyst and Software Developer at Tribe Gaming

May 2020 - Oct 2022 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and **maintained** a database to track 4K+ players which generate around 30K daily games. Using Google Sheets, Apps Script, MongoDB, etc.
- I **developed** and **maintained** a web application by using React, Next.js, MongoDB, Zustand, Chakra-UI, etc.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I **improved** my English by talking with my teammates (from the United States and Brazil).
- I have **improved** my team's efficiency by using the web application I developed.
- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **participated** in Clash Royale League World Finals 2020.
- We **participated** in Clash Royale League World Finals 2021.
- We **participated** in Clash Royale League World Finals 2022.
- My [Twitter](#) account got **verified**.

Data Analyst and Software Developer at Tenerife Titans

Jan 2020 - Jun 2020 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and **maintained** a database to track 3K+ players. Using Excel, VBA, Google Sheets, Apps Script, etc.
- I **developed** a web application by using jQuery, HTML, CSS, and Semantic UI.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **won** Orange Crown League in 2020.

Data Analyst and Software Developer at DragonX

May 2019 - Jan 2020 [Remote] [Clash Royale - Gaming - Esports]

RESPONSIBILITIES

- I **developed** and maintained a database to track 1.5K+ players. Using Excel, VBA, Google Sheets, Apps Script, etc.
- I **developed** a data tracking app for Excel. Using VBA, Clash Royale API, and web scraping.
- I **developed** a web application by using Apps Script, Google Sheets, HTML, and CSS.
- I **provided** reports of the team and teams faced in different competitions.

KEY ACCOMPLISHMENTS

- I **improved** my English by talking with my Korean teammates.
- I have **improved** my team's efficiency by providing data-based reports since they had nobody in my role before.
- We **participated** in Clash Royale League Asia 2019.

DEVELOPER EXPERIENCE

You can see an overview of some of these experiences in my [portfolio](#).

- Oct 2022. I **developed** a [npm package](#) to integrate Cloudflare Turnstile (reCaptcha and hCaptcha alternative) with React.
- Oct 2022. I **developed** a safe [password generator](#). Made with Astro, Solid.js, TailwindCSS, and TypeScript.
- Sep 2022. I **developed** a [npm package](#) to create multiple files from the command line.
- Aug 2022. I **developed** a React Hooks [npm package](#), including the most common hooks that I've been using.
- Aug 2022. I **developed** my personal [developer portfolio](#). Made with Next.js and TypeScript.
- Jul 2022. I **developed** a [live chat app](#), as an entry for a 20-day challenge.
- Jul 2022. I **published** my personal ESLint config as an [npm package](#).
- Jun 2022. I **developed** a [weather app](#), as an entry for a 14-day challenge. *This was my first experience with TypeScript.*
- Apr 2022. I **developed** an [Axie Infinity cards explorer](#), as an entry for a 20-day challenge.
- Mar 2022. I **developed** a [Wordle clone](#). *I have not worked on this project in a while, but I have planned to finish it anytime soon.*
- Feb 2022. I **developed** an [API](#) to generate a fresh API key for the following Supercell games: *Clash Royale, Clash of Clans, Brawl Stars*.
- Feb 2022. I **migrated** a **Clash Royale** tools app from jQuery to React, Next.js, Chakra-UI, Zustand, etc. *It has been used in my work as Data Analyst.*
- Jan 2022. I **published** a commercial Axie Infinity API. Source code [here](#).
- Jan 2022. I **developed** a [notes app](#) by using the knowledge acquired in the course.
- Dec 2021. I **watched** a **full stack** web development [online course](#) with more than 50 videos (~40 hours). I learned MERN stack, testing, GraphQL, JWT, Redux, and TypeScript.
- May 2021. I **migrated** a **Clash Royale** tools web app from ~~Apps Script~~ to jQuery, Back4App, and Semantic UI. *It was used in my work as Data Analyst.*
- Jan 2021. I **developed** a [web CV](#) with Apps Script, HTML, and CSS.
- May 2020. I **developed** a [Clash Royale tools app](#) with Apps Script, HTML, and CSS. *It was used in my work as Data Analyst.*
- Dec 2019. I **developed** a Clash Royale ELO-based ranking. Made with Apps Script, HTML, and CSS. [Here is a reference](#).

- Aug 2019. I **developed** a commercial Clash Royale tracking tool app for Excel. Made with VBA, Clash Royale API, and web scraping. *[Here is a reference.](#)*
- Feb 2018. I **developed** a commercial lottery system. Made with VBA. *[Here is a reference.](#)*

SOFT SKILLS

- | | | | |
|-----------------------|----------------------|-------------------|----------------|
| • Good listening | • Patience | • Competitiveness | • Organization |
| • Adaptability | • Respectfulness | • Dedication | |
| • Analytical thinking | • Accepting feedback | • Persistence | |
| • Problem-solving | • Empathy | • Following rules | |
| • Courtesy | • Attentiveness | • Tolerant | |

HARD SKILLS

- | | | | |
|--------------|-----------|------------|---------------------------|
| • HTML/CSS | • Next.js | • MongoDB | • SEO |
| • JavaScript | • Express | • Mongoose | • Git/GitHub |
| • TypeScript | • Fastify | • Prisma | • RESTful APIs |
| • Node.js | • Vite | • Supabase | • Global state management |
| • React | • jQuery | • Firebase | • Unit testing |
| | | | • E2E testing |

EDUCATION

Electronic Engineering at *UNEXPO Antonio José de Sucre*

2013 - Present (Paused since 2020) [Guayana, Venezuela]

Note: I passed 100% of the courses (+50), but I have not done the Degree Work or the Professional Practice, so I do not have the degree title yet.

Bachelor of Science at *U.E.N Lino Maradey Donato*

2009 - 2013 [Bolívar, Venezuela]

LANGUAGES

- Spanish: Native
- English: B2