

Miguel Angel Ruiz Gálvez

Mechatronic Engineer / iOS & FrontEnd Developer

Mechatronics engineer graduated with honors from the *Universidad Nacional Autónoma de México*. With an integral approach to the visual areas, engineering and programming for product development in multidisciplinary environments as well as implementation engineering knowledge to design and manufacturing interactive installations and prototypes, seeking synergy between technology and art.

Active member of various communities of software and hardware technologies, two years of experience coordinating team for the conceptualization, planning and construction mobile application and web and interactive installations.

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migueloruiz 

Experience

Co-Founder & iOS Developer for Codex App

August 2015 - Current

- Co-founder of Startup Codex, social enterprise dedicated to the promotion of reading in Mexico through an application which bring closer small fragments of readings according to your likes and waiting time, currently in incubation.
- iOS Developer of the Codex application to be launched in June 2016.
- Designer information architecture (IA), interactions and animations inside the Codex application.

iOS & FrontEnd Developer for Centro de Tecnología e Innovación

April 2015 - Actual

- Project manager and developer in multidisciplinary equipment for web platforms and mobile, development, collaborating in AI, UI, UX and programming.
- Planning, design and development of mobile applications.
- Design and implementation of web platform for digital advertising campaign for the Soumaya Museum.
- Design and implementation of web platform for the management of human resources.
- Analysis of UX and UI for *Claro Video*, *Claro Musica* and *Decompras.com*.
- Consultant high-impact technologies for the entertainment of Grupo Carso (AMCO).

FrontEnd Developer Freelance

November 2015

- Design and implementation of Landing Pages for businesses and Startups
- Design and implementation of web quotation system for finishing in a building, the construction company for Vidalta.

Hardware Developer Freelance

May 2015

- Development of wearable dedicated to stop-motion animation project at the request of Homero Ramirez, *Televisa* 2D and 3D animator.
- Design and construction of hardware and software for controlling Dragonframe animation software.

Engineering Design for DIMEI, UNAM

February 2014 - May 2015

- Development of design engineering projects.
- Design interactive stand, software and user interface for digital catalog of books UNAM, presented at the XXXVI FILPM.
- Education and development of academic material for the mechatronics department of the *Universidad Nacional Autónoma de México*.
- Hardware design for advertising activations, working together with Ogilvy & Mathers Mexico.

Hobbies



Languages

Spanish Native
English Medium

Habilidades

Programming languages

Swift, JavaScript, HTML 5, CSS3, SASS, SCSS, Jade, Processing, C#, C++, C, Assembler.

Frameworks & Libraries

Alamofire, SwiftyJson, Angular.js, JQuery, GSAP, Bootstrap, Facebook SDK (iOS & Web), Twitter API

Programming Tools and IDE's

Xcode, CocoaPods, TestFlight, CodeKit, Bower, Git, Github, Glup, Grunt, Atom, Sublime text, Unity.

UI/UX Tools

Illustrator, Photoshop, Sketch, Balsamic, Invision

Hardware Tools

Microchip uC, Atmel uC, Arduino, Raspberry Pi, Oculus Rift, Leap Motion, Kinect, Solid Works

Workflow methodology

Scroom, Creative Problem Solving, Design Thinking, To Do Doing Done, Diseño de producto (Ulrich & Botryoid) y MPV

Conference & Awards

Oculus Rift Development for Facebook Developers México

April 2016

Genuino en el mundo de la animación for Genuino Day México

March 2016

Challenge América Móvil Second place

November 2015

Power Glove for DragonFrame for Epicentro, GIFF 2015

July 2015

Workshops and Conferences for Aldea Digital 2015

July 2015

Startup Bus 2015 Semifinalist

June 2015

Challenge América Móvil First place

April 2015