

Emiliano Acevedo

Junior Front-end Developer

I am passionate programming student who loves to learn new things, so I usually study on my own and constantly develop personal projects. I am looking to enter the technology industry as an intern or working part-time creating applications and websites, allowing me to gain professional experience as a software developer.



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Mexico City, Mexico



ea-gadgetter.github.io/Web-Portfolio/



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github.com/EA-Gadgetter

SKILLS

HTML

CSS

Responsive Design

JavaScript

Autodidact

Teamwork

LANGUAGES

English

Professional Working Proficiency

Spanish

Native or Bilingual Proficiency

INTERESTS

Programming

Videogames

Unity

Education

EDUCATION

Bachelor of Engineering - BE, Videogames and Animation Universidad Panamericana (UP)

08/2020 - Present

Mexico City, Mexico

Full Stack Developer with JavaScript Platzi

06/2022 - Present

WORK EXPERIENCE

Game Programmer Universidad Panamericana - PCI Lab

03/2022 - Present

Mexico City, Mexico

PCI Lab is UP's Man-Machine Experiences laboratory, a team of students and mentors who develop games with a social impact.

Achievements/Tasks

- Working with a team in the same Github project.
- Fixing small bugs.

Contact : <https://www.linkedin.com/company/pcilabup/>

CERTIFICATES

Front End Developer Practical Course (07/2022 - Present)

Platzi

HTML and CSS Definitive Course (07/2022 - Present)

Platzi

Git and GitHub Professional Course (08/2022 - Present)

Platzi

JavaScript Practical Course (08/2022 - Present)

Platzi

PERSONAL PROJECTS

Website Portfolio (08/2022 - Present)

- My website made with Bootstrap, where my most recent projects are along with my skills, so its content will be updated constantly. It allowed me to strengthen my layout skills and learn about the capabilities of Bootstrap.

Yard Sale E-commerce (06/2022 - 06/2022)

- Interactive webpage of an E-commerce, made with HTML, CSS and JavaScript. It helped me to understand and practice Responsive Design and DOM manipulation.

Painting Souls (04/2022 - 05/2022)

- As the final project for the Fundamentals of Videogame Development course, I developed a videogame in Unity as a team. It was a very good experience of teamwork, but above all of working under pressure, since we learned Unity and developed the game in 1 month. Repository: <https://github.com/Gadgetter-EA/Painting-Souls>