

AXEL URIEL RUBIO IBARRA

IT Engineer



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ABOUT ME

I am creative, with leadership and problem-solving skills. I like to understand people and find the shortest way to resolve situations.

Experience in mobile development, web, backend, frontend, project management, game development.

MAIN PROGRAMMING LANGUAGES

Node.js, javascript, css, html, sass, c++, c, c#, react, react native, java, python, dart, swift, kotlin.

DATABASES

Postgresql, MySql, Firebase, MongoDB, DyanamoDB.

★ INTERESTS

Music, drawing, psychology and technology are my main interests. Everything that have to do with creativity and solve problems

/axel-rubio-dev/

@pixaxel

/axelrubio.itch.io



EDUCATION

IT Engineering

Universidad politecnica de san luis potosí



CERTIFICATIONS

- Unity Certified User: Programmer
- Unity Certified User: VR Developer
- MTA: Database Fundamentals
- 2021 Software Testing Bootcamp
- MOS: Microsoft Office 2013
- CLA - Programming Essentials in C



EXPERIENCE

Technical Support	● QRE Internet and networks support.	2015 - 2016
Fullstack Developer	● CGH As lead developer, I made web applications, native iOS apps on Xcode using Swift and an NFC system for school attendance.	2016 - 2017
Fullstack Developer	● 322Design AR and event attendance apps.	2017 - 2019
Developer and Software designer	● Animation Studio Web sites and apps.	2017 - 2018
VideoGame Developer and investigator	● Arqueo+ A.C. Video game development and other projects of cultural disclosure.	
Fullstack Developer	● PoderNet Develop internal systems for the administration area.	2018 - 2019
Videogame Developer	● Donut Riders Video game programmer and shareholder Donut Riders brand.	
I.T. Manager	● Danthop S. de R.L. de C.V. Information Technology Manager, project management, and frontend developer.	2020 - 2021
Frontend Developer	● Broissin Architects Mobile and web apps.	