



# Front-End Developer, 3D Generalist, Thinker and Nerd.

San Diego, California. USA.

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## Career Summary

Antonio has worked as Web Designer and Front-End Web Developer for the past ten years; his experience ranges from Adobe Flash to HTML5, CSS3 and JavaScript.

He has worked with Agile Software Development Methodology and with MVC and MVVM development patterns in JavaScript using Backbone.js and Knockout.js frameworks.

He has lead small teams of Web Designers and Front-End Web Developers.

Currently he's developing experimental projects using real-time 3D simulations with HTML5 Canvas and WebGL as further development of his college dissertation as well as iOS / Apple Watch apps with Apple's new Swift programming language.

## Education

### Bachelor of Science

Mexico City, Mexico

Interactive Technologies Engineering & Digital Animation  
(Class of 2012)  
University of the Mexico Valley

Computer Systems Engineering  
(Five semesters)  
Monterrey Institute of Technology and Higher Education

### Gnomon School of Visual Effects

Los Angeles, California.

Art of Compositing  
(Fall 2013)

Advance Compositing  
(Winter 2014)

### Certifications

Certified Newtek Lightwave 3D Modeler and Animator

Microsoft Expression Studio.

## Training / Courses

### TreeHouse

- HTML5 Foundations
- CSS3
- CSS Foundations
- JavaScript Foundations
- iOS 4 Foundations
- iOS 5 Foundations

### Google Mexico

Google Developers Groups (GDGs)

- Advance Tracking with Google Analytics for Developers
- Hot Sites Hosting with App Engine
- Developing Great Experiences with YouTube APIs

### Eat3D

- Unreal Development Kit - An Introduction and Application
- Portrait Production - Creating a Realistic Portrait in Maya
- ZBrush Hard Surface Techniques
- ZBrush 4 - New Features - A Comprehensive Overview
- Mudbox - A Comprehensive Introduction
- Autodesk 3ds Max 2011 - CAT, Slate, Viewport Canvas, Rendering, and More
- Next-Gen Texturing Techniques
- Old Damaged Pillar
- Unreal Development Kit 3 - iOS Mobile Game Production
- UnrealScript - An Introduction and Application
- Unreal Development Kit 2 - Creating Cinematics & Environmental Effects
- Unreal Kismet - An Introduction and Application
- Unreal Cascade - An Introduction and Application
- Unreal Materials - An Introduction
- Unreal VFX - Material Transitions

### DigitalTutors

- Getting Started with NUKE
- Camera Projection in Maya and NUKE 6.1
- Beginner's Guide to 3ds Max
- Getting Started with UVs in 3ds Max 2011
- Compositing Stereoscopic Images in NUKE
- Introduction to Maya 2012
- Multi-channel Compositing in NUKE
- Camera Projection in Maya 2011
- Pipeline Integration with Maya 2011 and RealFlow 5
- Rendering Hybrid Fluids with RealFlow and Maya
- Introduction to RealFlow 2012
- Using Hybrid in RealFlow 5
- Killer daemons in RealFlow

## Work Experience

### Senior Front-End Developer / UI Designer

MeetingMatch  
San Diego CA. USA  
May 2015 - Up to now.

### Lead UI/UX Developer

Softtek Information Services,  
Ensenada Baja California. Mexico  
June 2013 - May 2015.

### Senior Front-End Web Developer

Ogilvy & Mather. Mexico City, Mexico.  
March 2012 - June 2013

### Freelance Front-End Designer, Web Developer & 3D Generalist

Lola Diseño. Mexico City, Mexico.  
November 2011 - March 2012

### Digital Composer & Visual Effects Artist

Ánima Estudios, S.A de C.V. Mexico City, Mexico.  
"La Leyenda de la Llorona (2011)".  
June 2011 - October 2011.  
IMDb: [http://www.imdb.com/name/nm5943787/?ref\\_=fn\\_al\\_nm\\_1](http://www.imdb.com/name/nm5943787/?ref_=fn_al_nm_1)

### Freelance Web Developer & Online Advertisement Programming

RconR  
Santa Ana, CA. USA (Remote)  
October 2009 - April 2010

### Adobe Flash Developer & Microsoft Silverlight Designer

InsightMedia S.C. State of Mexico, Mexico.  
April 2009 - September 2009

### Web Designer & Adobe Flash Developer

Menta Network S.C. Mexico City, Mexico  
January 2008 - March 2009.

### Cultural Representative.

Walt Disney World International Program  
Mexico Pavilion EPCOT Center,  
Orlando FL. USA.  
October 2006 - October 2007.

### Computer Support Specialist and Systems Administrator

Grupo MABA. State of Mexico, Mexico.  
During September of 2006

### Web Developer & Adobe Flash Developer

TiposLibres. Queretaro, México.  
August 2005 - August 2006.

### Web Designer & Web Developer

La Jabonera Estudio. Queretaro, Mexico.  
March 2005 - August 2005.

## Expertise

3D Motion Capture TD  
with Vicon Blade System  
(T-Series)

Autodesk Maya  
Autodesk 3ds Max  
Autodesk MotionBuilder  
Autodesk Mudbox

Mental Ray  
Chaos Group V-Ray

Pixologic ZBrush  
Maxon Cinema 4D  
Newtek Lightwave  
Next Limit RealFlow

The Foundry Nuke  
PFTrack  
Unreal Development Kit  
Unity 3D

Avid Pro Tools

Adobe Flash  
Adobe Photoshop  
Adobe Illustrator  
Adobe After Effects  
Adobe Premier

C# / XNA  
Unreal Script / Kismet  
xPresso (Maxon Cinema  
4D)  
MEL & Python (Autodesk  
Maya)

Drupal Theme  
Development

WordPress Theme  
Development  
Expression Engine

jQuery / jQuery UI /  
jQuery Mobile

Backbone.js  
Knockout.js  
React.js

Three.js (Canvas /  
WebGL)

Bootstrap 3.0  
Grunt / Jekyll

XCode  
Objective - C  
Apple Swift

HTML 5

CSS 3 / LESS

Vanilla JavaScript

PHP

ActionScript 2.0 / 3.0