

MIGUEL VICENTE LUCENA

computer software engineer

Málaga, Spain

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Experience

Frontend Developer

Private Banking

February 2021

INGENIA, Málaga Spain

Typescript - React - Styled Component - Storybook - Responsive - SPA - Jest - Agila

Part of a team tasked with maintaining and adding new functionality to a **single page application**, built in **Reactjs** with **Typescript** and using **styled components**, that is replacing the looks and how some of the processes are done previously without losing any functionality.

Solicitud y aprobación de Zarpes

May 2019 - March 2020

Instituto Nacional de Espacios Acuaticos, Venezuela

Html - CSS - Vue.js - Firebase - Tailwindcss - Expressjs - PWA - PostgreSQL

- **Web app for small and sport boats users**, to request a dock departure where their current ship is located.
- **A web portal for commodores and dock captains**, where they can see all the dock departure request information and properly judge if the request meets all the criteria for approval.
- **Admin portal for stats and authorization**; here, admins can register or suspends accounts for commodores and dock captains to use and more importantly able to see a collection of different graph showcasing info such as amount of approved or denied dock departures by dock and state, and individual authorization per commodore or captain.
- **Js API built in Expressjs and auth access with Firebase**, all the previous portals connect to an API to make the proper request to the db provided the pass the authentication using Google Firebase's SDK

Unreal Engine 4 game, Savior

3rd Person Coop Tower Defense Game

Network & AI Programmer

Summer 2017

Vancouver Film School, Canada

C++ - UE4 4.17 - OnlineSubsystem - Behaviour Tree - Perforce P4V - Pivotal - Agile

- **Network system module**, using the online subsystem to manage the connection of up to 2 players interacting with the world and enemy AIs on the level.
- **Artificial Intelligence module**, responsible for the individual state of each enemy entity and a spawn module feed by a spreadsheet to control enemy spawn timers and waves numbers.

Artefacto Estudio Creativo

Intership, Fullstack dev

April 2014 - September 2016

Caracas, Venezuela

Html - Css - JQuery - Java - MySQL - Google Maps API - PHP - Unity + Vuforia

- **Alertometro a Web and mobile android application**, for reporting community issues in the metropolitan area of Caracas, using Google's Maps API.
- **Augmented reality project**, as a platform for marketing of new products and services. Develop with Unity3D game engine with the Vuforia SDK.

Studies and Proficiencies

TOEFL iBT - Score: 103 out of 120 - Canada, June 2016

Diploma - Programming for games, web and mobile - Vancouver Film School. Canada, 2017-2018

IELTS - General Training, Score: 7 (7.5, 7, 6.5, 6.5) - Venezuela, September 2018

Degree - Computer Software Engineer - Universidad Católica Andrés Bello. Venezuela 2008-2015