

Jose Luis Padilla Rivero

Software Engineer

1630 Parker Ave, Apt B
Tracy, CA 95376
(650) 278-9367
jose.padilla.rivero@gmail.com

EXPERIENCE

ACCENTURE, Mountain View, US – *Sr Computer Systems Analyst*

Jul 2014 - PRESENT

Developer Support Specialist: Provide partner and external developers technical support on client-proprietary APIs, services and products. Primary focus on a Realtime Database and Analytics products.

- Managed a team of 20 people on-site, as well as two remote teams in Manila and Tokyo (+200).
- Created and managed Knowledge Base documents, to streamline and expedite the on-boarding of new members, leading to the creation of a boot camp to master a product in 5 days.
- By-weekly sync up meeting with the engineering team, to shed light on Feature Requests and pain points on the product (such as outages, bugs, frequent issues).
- Answered specific technical and code-related issues with an internal ticketing system, as well as through Stack Overflow. Solved over 5000 questions, across different products.
- Contributed to open-source projects on GitHub and used the libraries to create multi-functional apps. Won internal Hackathons 3 times, identifying and reporting top functionality bugs.

PLAYFUL INTERACTIVE, Monterrey, Mex – *Web and Mobile Developer*

May 2012 - Jul 2014

- **OXXO Siempre Ahí:** Application used to find the location of the nearest OXXO store. Created the user interface for the application, created the necessary tools to consume information from a web service, map communication through Google Services. Created classes to adjust the different resolutions for Android devices. Application available for iOS and Android.
- **BEREL – Color Identifier:** Application used for identifying a color within a photograph, based on the different paint colors from Berel's palette. Developed the necessary classes to save a color combination, to create a combination from the several color palettes. Application available for iOS and Android.
- **Tigrerama:** Application created for UANL Tigres soccer team, a game of match up with the current lineup for the team. Developed the user interface, created the triggers and delegates for using the powerups in-game, as well as the consuming of the API to get the lineup data. Application available for iOS and Android.

SKILLS

Javascript C# HTML5 CSS
.Net Java React Angular

REFERENCES

GitHub: [jose-padilla-rivero](https://github.com/jose-padilla-rivero)

Webpage: <http://jlprivero.com>

AWARDS

National Summa Cum Laude Diploma, Ceneval 2011.

Summa Cum Laude Diploma, EGEL 2011.

English Level 1 Certification by the IELTS. Proficiently in both English and Spanish languages.

LANGUAGES

Native: English, Spanish.

Beginner: French, Japanese.

- **Mi Tigre Incomparable:** Application created for UANL Tigres soccer team, where you interact with an animated tiger. Developed the user interface, created the triggers and delegates for interacting with the tiger, as well as the camera functionality to take a picture and using it within the application. Application available for iOS and Android.
- **BARBARIAN SIEGE:** Real time strategy video game created in Unity using 2D animation. Developed and integrated animations, graphics and sounds through C# scripting. Finalist in the Square-Enix Latin America Game Contest 2012.
 - Core Technologies: Unity, C#, Java (Android) and Objective-C (iOS), JQuery (Web).

DEFINITY FIRST, Monterrey, Mex - *User Interface Engineer*

Jun 2011 - May 2012

- Developed functionality for web application using Javascript language.
- Implemented the UI Design in web applications using CSS, Photoshop, JQuery and other tools.
- Developed applications using the MVC (Model, View, Controller) schema, in Visual Studio 2010.
- Developed several branding sites, based in Microsoft technologies, like Sharepoint 2010.

EDUCATION

TECNOLÓGICO DE MONTERREY, Monterrey, Mex - *Bachelor in Computer Science, with a professional specialization in Artificial Intelligence and Visual Computing.*

Aug 2006 - Dec 2011

PROJECTS

CivilizIdle — *Idle game for mobile*

Captures Analytics data to understand how these are measured and coded. Game created through Unity engine in 2D.

FriendlyEats Flutter — *Mobile app with Flutter*

Ported an existing application (FriendlyEats), using the Flutter language as well as the libraries available. Powered by Firebase Flutter SDK.