

# RICARDO PEREZ

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## SUMMARY

Currently studying Software Engineering in Spain. Passionate about coding, creating innovative projects, and improving UI/UX design for the best user experience. Deep interest in understanding how programs work under the hood and exploring programming languages in depth. Focused on building both functional and visually appealing applications.

## WORK EXPERIENCE

- Commercial Assistant, Shrimp Export Company**May 2022 - May 2023
- Worked in systems department initially, then transitioned to sales as commercial advisor.
  - Managed client communication and oversaw order fulfillment from inception to production and shipment.
  - Developed organizational, collaborative, and client communication skills.

## PROJECTS

- Uni Tracker**  
Application to manage university tasks and activities using React and Supabase.
- Macroview**  
Finance website using IMF and World Bank APIs, with comparative tables and dashboards.
- 3D Object Manipulation**  
Project using Three.js for manipulating 3D objects in React.
- Music4Study**  
Web app featuring ambient music for improved concentration.
- C++ Game Engine**  
3D game engine developed from scratch in C++ using SDL2 and OpenGL, including physics, rendering, and resource management.
- Supermarket Invoice Analyzer**  
Python program designed to analyze invoices from Spain's largest supermarket chain.

## EDUCATION

- 2009 - 2022

High School Diploma, Colegio Alemán Humboldt, Ecuador

(GPA: 8.39/10)
- 2022 - present

Engineering Student, Spain

## SKILLS

- Languages

JavaScript, Python, C++
- Frontend

React, Next.js, Vite.js, Tailwind CSS, CSS, HTML5 Canvas
- Backend / DB

Supabase
- Graphics / 3D

ThreeJS, SDL2, OpenGL
- Other

Windows API, Selenium, Tkinter, IMF/World Bank APIs
- Specialties

UI/UX Design, Game Development, Web Applications, Data Manipulation