

Fernando Ascencio

MOBILE DEVELOPER

Portfolio



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Contact



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Guadalajara, Mexico, Zapopan Jal.



[fernandohab](https://www.linkedin.com/in/fernandohab)



[FernandoHazel](https://github.com/FernandoHazel)

Languages

Spanish: Native
English: Advanced

Skills

Swift/SwiftUI/UIKit	Git
Unity	Scrum
NET MAUI	Firebase
C#	Node Js
JavaScript	Express js
Kotlin	React
HTML / CSS/ JS	
SQL	

Education

Bachelor in Digital Animation
Tecnológico de Monterrey |
January 2018 - December 2022

Videogame Developer Diploma
Tec De Monterrey | February 2021 - May 2021

Full Stack Developer Diploma
Digital House | April 2021 - August 2021

Unity Programmer Diploma
Unity Technologies | November 2022

About me

I am a 3 years experience developer which have worked in videogames, AR and mobile apps. My stack is Unity, Kotlin and Swift but I have touched some others like Net MAUI, React, Nodejs and SQL. My passion is to develop video games and mobile apps.

Professional Experience

iOS Developer

Bradescard | From March 2024

- Add new functionalities and implement SDKs using Swift, SwiftUI and UIKit to improve user experience
- Monitor iOS app performance using debugging tools and Unit testing to fix bugs.
- Analyze the technical feasibility of technologies provided by suppliers for the app
- Work with an agile methodologies like scrum to ensure good team communication

AR and Mobile Developer

GSN Oro. Oro | November 2022 - May 2023

- Collaborated with product team to implement specifications using C#
- Consumed REST APIs with JSON and perfing CRUD to display, modify and store data
- Created a responsive UI and UX experience for IOS and Android
- Used Git to ensure a better and safer workflow
- Tested and fixed bugs to ensure high quality
- Created internal company apps for Grupo Bimbo, Ferromex and Silberhorn with unity for staff training and management.
- Created an internal app with .NET MAUI for employees which improved the internal company efficiency and communication

Mobile Game Developer

One Simple Game Guadalajara. JAL | February 2022 - August 2022

- Collaborated with designers to implement new mechanics using C# applying OOP and design patterns
- Created a fully responsive UI an UX experience with Unity canvas
- Documented code for better workflow
- Tested and fixed bugs resulting in a 90% reduction of bugs
- Added analytics sdk to track the user actions in the game
- Had daily scrum sessions to ensure a better team communication
- Used Git to ensure version control and safer workflow

Bussiness Owner

Fhazel Solutions Tech | From December 2021

- Created a multiplatform mobile app for a restaurant using .NET MAUI which improved user experience when buying food and drinks
- Creating and monetizing my own mobile games and apps for Android and IOS using Unity, kotlin and Swift
- Applying Ad Mob, IAP and Firebase Analytics to monetize, track results and find bugs
- Uploading youtube videos teaching others programming fundamentals and curiosities about development