

ARTURO PADILLA CRUZ

Software Engineer

Email: contact@arturopc.co

Website: <https://www.arturopc.co/>

Education

University of British Columbia

September 2013 – April 2018

B.Sc. in Computer Science

Capstone Project

September 2017 – April 2018

Motive.io – Augmented reality app

Skills

- Proficient in **Javascript** and **QML**
- Experience with **C++, ReactJS, NextJS, HTML** and **CSS**
- Familiar with **Python, Java, MySQL** and **MongoDB**.
- Experience using **Github, JIRA, Azure**
- Fluent in **Spanish** and **English**.

Certification

Tecnológico de Monterrey

August 2019 – March 2020

Data Analysis

Interests

- Music
- Playing guitar
- Movies
- Soccer
- Reading
- Hiking
- Bouldering

Experience

Software Engineer

January 2022 – May 2024

Felgo – Carl Zeiss Client Project

- Developed the latest software to be used in one of Carl Zeiss’ surgical device called Kinevo 900S.
- Implemented new features using JavaScript, C++ and QML for the UI and backend functionalities ensuring that technical, performance and end-user requirements set by the client were met.
- Migrated old components to newer ones using Carl Zeiss in-house developed UI library.
- Thoroughly tested and reported bugs. Worked closely with the design as well as backend teams to refactor and fix any issues.
- Collaborated with people from multiple countries and time zones attending regular weekly meetings to sync and make decisions about the project.
- Worked using JIRA for work-flow control and Github for handling of code.

Software Engineer

September 2018 – July 2021

Capgemini Engineering – Ford Motor Company HMI Project

- Developed simulation models of various digital Instrument Clusters -following the MVC UI design pattern– for testing purposes focusing on user experience and new design approaches for Ford’s cars.
- Wrote clean and well-structured code, using JavaScript, React and QML, that could be tested, evaluated and expanded upon by other colleagues.
- Worked alongside the design team to meet graphic and animation requests made by clients. Collaborated with multiple people on and off-site.
- Communicated effectively in order to meet deadlines set by clients in a fast paced environment.
- Helped prepare and train new members of the team by answering questions, setting deadlines for ramp-up exercises, giving thorough feedback on their progress and helping them through their integration process.
- Worked using the Agile software development process using JIRA for work-flow control and Github for collaboration and handling of code.

User Experience Tester

June 2018 – September 2018

Capgemini Engineering – Apple Project

- Performed daily user testing of TV app in various Apple products.
- Tested interaction between third party apps and native TV app thoroughly.
- Filled in and sent daily reports for any bugs related to the app.