

Victor Roberto Esquivel Estrada



Mexico City victor@code91.mx +527222897258 Software Engineer (2013) at [ITESM](#)
[@code91.mx/vree](https://code91.mx/vree) [in/esquivelvictor](https://in.esquivelvictor) github.com/VicEsquivel

SKILLS (Proficient highlighted)

3D RELATED:	Unity 3D/2D C# • Shader CG • Blender 3D modeling • VR • AR • C++
BACKEND:	C# • Express • NodeJS • Java • Python
FRONTEND:	ReactJS • React Native • JavaScript • Bootstrap • HTML • CSS • ChartJS • JQuery
MISCELLANEOUS:	MongoDB • SQL • Electron • TensorflowJS • Google Firebase • Expo • ML
SOFT SKILLS:	Problem solver • Results oriented • Logical thinker • Competitive • Self motivated
LANGUAGES:	English 100% • Spanish 100%

EXPERIENCE

COMPANY: [Code 91 S.A. de C.V.](#)

ROLE: Founder and CEO

PERIOD: November 2014 - Present

MAIN PROJECTS:

Project Name: GTD APP • Client: Grupo Bimbo • México • Web, Android, iOS • +14 months

- [Link-1](#)
- Is an internal project management app for their HQ.
- It has around 200 daily active users today, and has been in production environment since 2020.
- I started and finished the project (Management, Commercial, Technical execution):
 1. Identifying the requirements
 2. Created a multi-screen visual UI/UX mock-up model in photoshop, HTML, JS
 3. Iterated on the mock-ups, and once they were signed, I started the development (frontend in ReactJS for web, and React Native for the Android and iOS app using Expo).
 4. I used Google Firebase for the backend.

Project Name: VIRay • Client: Virtual Interior Systems GmbH • Germany • Unity 3D • ~30 months

- [Link-1](#) • [Link-2](#) • [Link-3](#) • [Link-4](#)
- This is a Unity 3D photorealistic virtual tours software (Initially only for kitchen market, but then after my involvement, it evolved to also be able to support real-estate projects)
- My role was very extensive. When I entered the project VIRay was in version 116. After my work we reached version 337. And almost tripled the features VIRay had and expanded the business vision.
- Coded a runtime OBJ importer for VIRay and polished the DAE file importer.
- Created multiple shaders, more than 15, reworked many as well, such as glass and mirrors.
- Added the realtime reflection probes to the scene, also the realtime lighting for day / night.
- Added multiple dynamic components such as TVs, Fire, Water pools, shower, running water, etc...
- Dramatically optimized the performance overall: Runtime more than 95% (FPS), load time ~70%.
- We ended up partnering with V.I.S. in order to distribute VIRay in Mexico.

Main games / projects developed along Code 91's history:

- [Genetic Algorithm Server](#): Using TensorflowJS, NodeJS, Express.
- [Scalping](#): I created and optimized a stock market scalping script. Alpaca and IBrokers API.
- [Primate Shot](#): My role: Game Design 70% • Graphical design 30% • Programming 70%
- [Clouds vs Dragons](#): My role: Game Design 95% • Graphical design 100% • Programming 100%
- [Football-oonz](#): My role: Game Design 95% • Graphical design 100% • Programming 100%. Was one of the 6 finalists of the "Videojuegos MX 2016" National award competition certified by the ESA.

Project Name: Consulting to Accenture • Client: Accenture • Mexico • React Native • 2 months

- [Link-1](#)
- Accenture hired me as a mobile consultant to guide their 10-member tech team to create a React Native app to parse in real time information from a photo taken from a smartphone to a form

Client: Legends of Learning • USA • Unity 2D WebGL • Scattered in a 3 year timespan

- [Link-1](#) • [Link-2](#)
- I created 12 games that are currently active in their platform
- 2 of which were considered as Top Grossing in 2017 and 2018
- I am considered as "Top Developer" within Legends of Learning

Project Name: Hyundai Website Maintenance • Mexico • JS, HTML, Photoshop • 6 months

- [Link-1](#)
- I implemented 100% of their corporate website upon new arrival to the Mexican market.
- I functioned as a marketing agency myself. By editing the car specifications on demand, directly on the public and productive marketing website where all the cars specifications were published.

COMPANY: [Accenture Mexico](#)

ROLE: Junior Java and Web developer

PERIOD: December 2012 - May 2013

MAIN PROJECTS:

Project Name: Bancomer Net Cash • Client: BBVA Bancomer • Mexico • Web • 6 months

- [Link-1](#)
- Migrating services from Bancomer.com to Bancomer NetCash.
- My role was supposed to be only on the designing phase of the 3 modules.
- Voluntarily transitioned to full-time engagement to independently develop the front-end for incomplete modules, leveraging Bancomer's proprietary architecture. (JSP)
- Upon project completion, leveraging my comprehensive understanding of the module functionalities as the sole developer, I successfully deployed and integrated these modules into Bancomer's global production environment.