



Victor Roberto Esquivel Estrada

📍Mexico City ✉️victor@code91.mx ☎️+527222897258 💼Software Engineer (2013) at [ITESM](#)
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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.