

# MATEO DAVID BONILLA ERAZO

# **SUMMARY**

Highly motivated Interactive Developer focused on web, app, and video game developer, with strong skills in UX/UI design.

Proficient in technologies and tools such as Adobe Design Suite, Unity, JavaScript, and frameworks including Angular, Ionic, and React.

Skilled in multitasking, adaptability, self-learning, teamwork, problem-solving, and known for being diligent, responsible, and enthusiastic.

## **STRENGHTS**

Adaptability

Self-learning

Analytical thinking

Teamwork

Leadership

## **LANGUAGES**

English – Advanced

Italian- Advanced

Spanish-Native

## CONTACT

Email:

mateobonilla95@outlook.com

Phone:

+593 988432826

LinkedIn:

https://www.linkedin.com/in/mateodbonillaerazo/



## **SKILLS**

HTML Node.js **JavaScript** CSS C# Adobe Design ANGULAR MySQL Unity (2D/3D) IONIC AndoridStudio Arduino REACT Figma **APIRest** Android Studio



#### **EDUCATION**

#### Universidad San Francisco de Quito

January 2022 - June 2025

Bachelor's Degree in Interactive Media Design

**Unidad Educativa Thomas Jefferson** 

Physics and Mathematics Major



#### **EXPERIENCE**

## **EasySoft**

### Front-End Developer

- Translated UX/UI designs into responsive, high-quality code for web applications.
- Developed and implemented user interfaces based on wireframes and prototypes, ensuring visual accuracy and usability.
- Collaborated closely with UX/UI designers and backend developers to deliver cohesive and efficient digital solutions.
- Utilized technologies such as [Angular / HTML / CSS / JavaScript / Storybook] to build scalable and maintainable frontend components.

## **BlueCoding**

#### Front-End Developer

- Improved the visual design and user experience of various web applications, including systems for agricultural estates and medical laboratories.
- Developed dynamic components and interfaces using React, focusing on usability, performance, and responsiveness.
- Integrated RESTful APIs and implemented full CRUD functionalities (Create, Read, Update, Delete).

- Collaborated in refining UI patterns and reusable layouts (e.g., cards, modals, forums) aligned with product and user needs.
- Delivered production-ready code while maintaining a clean and modular architecture.



## **PROJECTS**

## Independent Project - Activate BI

Full Ownership (Design + Development + Deployment)

https://activate-bi-d05e6.web.app/

- Built a full-featured web platform using React and Firebase, including backend data handling and real-time updates.
- Designed the complete user interface, crafted the UX flow, and developed responsive layouts across breakpoints.
- Integrated Firebase Analytics to monitor user engagement and optimize experience.
- Produced and edited video content used in the platform to support storytelling and engagement.
- Deployed the project via Firebase Hosting and maintained its performance and availability.

## Kapstach Fruit - Informational Website

Frontend & Visual/UI Designer https://kapstachfruit.netlify.app/

- Single-page React site hosted on Netlify, devoted to showcasing fruit products details with rich UX/UI focus.
- Crafted full visual experience: user flow, layout, custom illustrations, responsive styles, and graphic assets.
- Built reusable components for data display: fruit cards, interactive sections, galleries.
- Ensured mobile-first implementation with intuitive navigation and clean, modern design aesthetic.

### Fragment - Indie Game Project

Game Designer · Pixel Artist · Unity Developer https://mateobonilla.netlify.app/fragment

- Designed and developed an original Metroidvaniastyle platformer exploring themes of schizophrenia through mechanics and narrative.
- Created pixel art assets, including main character animations, enemy sprites, environments, and user interface, maintaining a consistent artistic style.
- Developed gameplay systems in Unity (movement, wall jump, dash, combat, progression), incorporating story-driven level design.
- Built a branching dialogue system with player choices and visual feedback, enhancing immersion and emotional engagement.
- Documented the design process, narrative arcs, and game mechanics in an academic thesis-style format.



#### **VOLUNTEERING**

### Fundación Virgen de la Merced

Technology Support



### **CERTIFICATIONS**

Oracle Alura Latam – In Progress
Hackathon 2024 Banco Internacional
Design Challenge 2025 Banco Guayaquil



## **PORTAFOLIO**

https://mateobonilla.netlify.app/ https://www.behance.net/mateodavidbonilla