

LAST NAME, FIRST NAME: LEITAO PINHEIRO, AGUSTIN JOSE

PERSONAL INFORMATION

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EDUCATION

HIGH SCHOOL: Fahy Institute.
UNIVERSITY: NATIONAL UNIVERSITY OF LA MATANZA.
ASSOCIATE'S DEGREE: Computer Programmer Analyst. 2006 - 2015.
BACHELOR'S DEGREE: Informatics Engineer. 2015 - 2017.

WORK HISTORY

COMPANY: GLOBANT. APRIL 2017 – CURRENTLY WORKING.

ROLE: .NET Developer. Jr(April 2017) – Jr Advanced(March 2018) – Ssr(October 2019).

TASKS I PERFORM AND DEVELOPMENT TOOLS USED:

- ✓ Object-Oriented Design: C#.
- ✓ Web Site Development: ASP.NET MVC, JavaScript, Bootstrap, jQuery, and Razor.
- ✓ Restful Service Creation: Microsoft Web Api 2.
- ✓ API Debugging: Postman and Fiddler.
- ✓ Mobile Application Development: Xamarin Android and MVVMCross.
- ✓ DBMS(Database Management System): SQL Server.
- ✓ ORM(Object-Relational Mapping): Entity Framework and Dapper.
- ✓ Web Server: IIS(Internet Information Services).
- ✓ TDD(Test Driven Development): Microsoft Unit Test Framework and xUnit.
- ✓ Architectural and Design Patterns: GOF(Gang of Four), Repository, Unit of Work, N-Tier Architecture, CQRS and SOLID.
- ✓ Version Control: Git and TFVC(Team Foundation Version Control).
- ✓ Project Management Tools: Jira, TFS(Team Foundation Server) and Azure DevOps.
- ✓ Dependency Injection: Microsoft Unity Container.
- ✓ Software Development Methodology: SCRUM.

LANGUAGES

ENGLISH:

- ✓ **SPEAKING AND LISTENING:** UPPER-INTERMEDIATE.
- ✓ **WRITING AND READING:** ADVANCED.
- ✓ **EFSET CERTIFICATE:**
<https://www.efset.org/cert/STC4Ah>

SPANISH:

- ✓ **NATIVE.**

SOFTWARE DEVELOPMENT PROJECTS

PROGRAMMING LANGUAGE AND COMPILER DEVELOPMENT.

Description: In order to develop the different phases of the compiler (lexical analysis, syntactical analysis, semantic analysis, intermediate code generation, and code generation), the following tools were used: Flex, Bison and Assembler. Lastly, Latex to visualize the intermediate code (syntactic tree).

Link: <https://github.com/AgustinLeitao/Compiler>

PROJECT USING INTEL GALILEO GEN1 EMBEDDED SYSTEM.

Description: This project includes a web application as well as an Android application. Both apps consume data gathered by the temperature sensor connected to the embedded system. Moreover, it is possible to set a reference temperature. If it is detected that the temperature surpasses the reference temperature, a cell phone notification will be sent and Intel Galileo actuators will trigger.

Link: <https://www.instructables.com/id/Unlam-GalileoGen1-Project-Temperature-Sensor/>.
<https://github.com/AgustinLeitao/Arduino/tree/master/SmartTemp>

Development Tools Used: Node.js, Android, Processing, PHP, CSS, JavaScript and HTML.

END OF CAREER PROJECT “NAVR”: MULTIPLAYER VIRTUAL REALITY GAME.

Description: NAVR is the recreation of the “Naval Battle” classic game. This version of the game is in VR. Moreover, it allows players to play against each other or against the CPU. To develop this game were used Unity Engine (using C#), Google Play Services (to allow multiplayer mode either via invitations or matchmaking) and Google VR. The game is played with a Bluetooth joystick and a VR headset.

Link: <https://github.com/AgustinLeitao/Unity/tree/master/NaVR>