ANTONIO SARMIENTO YON

Bachelor's Degree in Systems Engineering.

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Summary Statement

Graduated in Systems Engineering specialized in Software Development, more specifically in game and web development. I have a very good logical capacity and creativity when proposing solutions. I have a great capacity for teamwork, having previously worked under agile methodologies. I am always open to the acquisition of new knowledge, following an organized approach, and in a responsible manner. I also stand out for the adequate mastery of soft skills, always showing empathy with others.

WORK EXPERIENCE

➢ **Pre-Professional Intern in IT Strategy and Finance Area**
Banco de Crédito del Perú (BCP) | (2021-2023)

- In charge of making optimizations and automations to obtain improvements in the fulfillment of the SLA established for the attention of user requests.
- Developer of PowerApps applications integrated with automatic flows built in PowerAutomate.
- Programmer of Microsoft Excel macros for the generation of reports.
- Responsible for the development of Dashboards for the visualization of information with PowerBI.

References:
Jenny Tarazona (+51 941476287) | César Damián (+51 987966948)

➢ **Professional Intern at the Institute of Scientific Research(IDIC)**
Universidad de Lima | (2023)

- Design and programming of "Arriesgados", a serious game used as a gamified research tool.
- Elaboration of technical reports on the software development process in question.
- Providing technical assistance during user testing.

References:
Percy Diez(+51 997377632) | Enrique Samanamud(+51 944445680)

EDUCATION

Universidad de Lima (2018-2023)
Bachelor's Degree in Systems Engineering.

ABOUT ME

Birth: 24/10/2000
Age: 23
Marital status: Single
Native language: Spanish (Español)

ADDITIONAL STUDIES AND CERTIFICATIONS

Language Center - Universidad del Pacífico:

- English - Intermediate Level

WE - Executive Education:

- Data Analysis with Python
- Machine Learning with Python
- Microsoft SQL Server
- Microsoft PowerBI
- Digital Transformation

OTHER KNOWLEDGE AND SKILLS:

Programming Languages (Advanced level):

- Python
- C# (.NET)
- C++
- JAVA
- JavaScript (React)
- Kotlin
- VBA Excel
- SQL y NOSQL

Video Game Development Engines:

- UNREAL ENGINE
- UNITY

Power Platform tools :

- Power Apps
- Power Automate

Data visualization and reporting tools:

- Power BI