

EXPERIENCE

- **Re-Volt: OpenGL** (<https://rvgl.org/>)

Software Developer, Core Maintainer Team Member

Jan 2022 —

- **C/C++**: Implement synchronisation fixes to the multiplayer aspect of the game, while also fixing general issues reported by its players.
- **GitHub/GitLab**: Work with a remote team of developers from all over the world to continuously release new game updates, as well as version control to maintain the game's codebase and workflows.
- **mdBook**: Write documentation for new game patches.
- Interact with the game's community of over 5000 players to resolve bugs and add new features to the game.

- **Re-Volt America** (<https://rva.lat/>)

Lead Software Developer

May 2021 —

- **Ruby on Rails**: Designed and developed a community website which serves thousands of visitors every month from scratch.
- **Capistrano**: Implemented deployment workflows with Capistrano and GitHub Actions to bring Re-Volt America's web application to production.
- **MongoDB**: Designed, implemented and deployed database models and relations.
- **Redis**: Reduced load times in heavy page services and views by 300% using Redis Caching.
- **Sentry**: Set up Sentry to handle errors and exceptions thrown by the application in production.
- **Rake**: Designed and presently maintain several deployment workflows using Ruby Make (Rake).

EDUCATION

- **University of the Bío-Bío**

Execution Engineering in Computing and Informatics

Concepción, Chile

Mar. 2020 – Jan. 2024

VOLUNTEERING

- **GitHub Inc.**

GitHub Campus Expert ◊

California, United States

2023 —

- Lead a software development community at my campus, focusing on spreading open source.
- Organise events to promote collaborative development open to all majors at my university.
- Create inclusive and safe spaces for students to share programming resources and technology.

- **Mojang Studios**

Translator and Proofreader ◊

Stockholm, Sweden

2017 —

- Translate Minecraft, the popular videogame, into several languages like Spanish and English UK & AU.
- Proofread official translations for Minecraft and its launcher, which then ship to billions of users.

PROGRAMMING SKILLS

- **Languages**: C/C++, Java, Ruby, Python, Haml, Sass, TeX

- **Frameworks**: Ruby on Rails, Jekyll, discordrb, wxPython

- **Technologies and Tools**: Capistrano, Rake, MongoDB, Redis, Maven, Gradle, Guice, PyInstaller, Docker, Git, GitHub Actions, vsftpd

LANGUAGES

- **Spanish** (Native)

- **English** (C2)

- **Italian** (B2)