

Tobias Q. Moscatelli

Buenos Aires - Argentina

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Professional Summary

Software programmer driven to constantly learn and hone new skills. Passionate for collaboration, and relishes the opportunity to create new applications and user experiences.

Objective: Create and design user-interactive, high-performance, and intuitive applications.

Relevant Skills

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|---------------------------------|--------------------------|----------------------|
| ▪ Kotlin | ▪ JavaScript | ▪ C++/C#/SQL |
| ▪ Figma/UX | ▪ Github | ▪ QA Testing |
| ▪ Project/Freelancer Management | ▪ Research & Development | ▪ Layout Arrangement |

Relevant Experience

Lightvessel

Junior – Mobile Developer

Remote (Full-Time)

January 2021 - present

- Designed and produced primary core interfaces for mobile applications and websites.
- Participate in the development and tuning of mayor applications systems.
- Conducted discussions and meetings, playtested, analyzed user personas and system pillars, and offered suggestions on how to improve overall pipelines.
- Led the implementation of most of the art assets.

National University of Quilmes

(Part-Time)

Remote

Professor on Diploma in Video Game Development

February 2025 - preset

Education

Universidad Tecnológica Nacional

2022-2024

Higher Technician in Programming, Computer programming

- | | |
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| ▪ Object-oriented programming | ▪ C#/C++/ASP.NET |
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Escuela de Ciencias Informáticas

Course - Design of interactive systems from a user-centered approach

Additional

Co-Coordinate a Game Jam of two days for Sheroes in Games in partner with Image Campus

Co-Coordinate a WikiThon for Sheroes in Games, partnered with Goethe-Institut

References

Laboral – Ariel Alvarez • Co-Founder/Technical Director • +34 653 231 770 • ariel@lightvessel.org