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AGUSTIN CARUSILLO

Software engineer

I am a software engineer with a degree in programming and with a passion for coding optimized and scalable solutions .

I found myself in a continuous process of learning.

I am a hard-working and responsible person and I am also able to work well both in a team environment as well as using own initiative.

CONTACT INFO



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Fruängen, Stockholm



carusilloagustin.github.io/webportfolio

EDUCATION

- FCE (English first certificate completed)
- Developer certificate (UTN Argentinian university)
- HTML, CSS and Javascript course

SKILLS

- SQL
- HTML
- CSS
- JavaScript (React, PIXI)
- OOP
- Git
- SVN

WORK EXPERIENCE

- Request S.A (Saavedra-Buenos <u>Aires</u> - Argentina - Developer)

From: May 2021 - May 2022.

- JavaScript development
- Bugfixes
- Debugging
- · Issues analysis
- Git
- Meetings with international customers
- Worldwide software support
- Agile scrum methodology

Description:

I worked closely with our TA to customize our software to fit the individual needs of each client. The role included implementing changes given by the TA into the software, as well as preparing demos for the client once the solution was finished.

ELK Studios (Stockholm -Sweden - Client Developer)

From: Sep 2022 - Present

- JavaScript using PIXI.js
- Bugfixes
- Debugging
- Issues analysis
- · Agile scrum methodology

Description:

Game Client Developer responsible for programming game functionality, implementing images, animations, and sounds, parsing data, and improving performance.