GIANFRANCO CONTI

Software Engineer

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SKILLS

CODING

- C++
- GLSL
- Rust
- Java
- Python
- JavaScript
- SQL

TECHNOLOGIES

- OpenGL
- Linux
- Docker
- Git
- Vite
- RabbitMQ
- Spark
- PostgreSQL

KNOWLEDGE IN

- Graphics Programing
- Distributed Systems
- TDD
- POO
- UML
- Data Science
- Machine Learning

LANGUAGE

- English: Cambridge B2 certificate
- Spanish: Native

PROFILE

I am a computer engineering master's student in the process of completing my final thesis. With a deep passion for graphic programming, I constantly seek opportunities to learn and enhance my skills. I aim to contribute by offering my analytical, communication, and teamwork abilities.

PROJECTS

Realtime Volumetric Cloud Shader

A procedural shader using raymarching and FBMs to create volumetric clouds.

Technologies used

(Three.js) (JavaScript) (GLSL) (Vite)

3D Scene Using WebGL API

A 3D scene of a castle using the standard WebGL API. It has a scene graph structure, phong lighting, and texture mapping.

Technologies used

(JavaScript) (GLSL) (WebGL)

EDUCATION

Master in Software Engineering Specialization in Distributed Systems
University Of Buenos Aires (UBA)
2017 - 2024