

Fabian Martinez Rincon

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ADDITIONAL INFORMATION

For further details about my professional background, please visit https://github.com/Fabian-Martinez-Rincon or https://rincondelfabo.vercel.app/.

WORKING EXPERIENCE

01/09/2023 -	Testing Engineer Gaming Labs Sudamerica
today	I developed software in Python using Pandas, PyGetWindow,
	PyAutoGUI, and Tkinter to automate data entry on gaming
	machines, saving significant time for the company. I managed and
	automated permission administration in Linux using ACL and Bash
	Scripting
01/03/2022 -	Tutor UNLP Informatica
12/2022	Served as an advanced tutor, facilitating the adaptation of new students and providing essential academic and administrative guidance
01/03/2020 -	Backend Developer Intern UNITEC - Project Arduino
01/03/2021	During my internship, I mastered Arduino tools and modules for project implementation and created a static webpage using CSS, HTML, and JavaScript on GitHub Pages.

EDUCATION

01/02/2021 -	Bachelor of Systems UNLP Informatica
today	Skilled in Java and design patterns, Agile methodologies (Scrum),
	PostgreSQL, SQL, Linux, and relational databases. Proficient in
	Bash scripting, Python, Flask, and front-end technologies including
	HTML, CSS, JavaScript, React, Tailwind and Vue.js
01/03/2014 -	Electronic Technician Albert Thomas EEPT N° 6
01/10/2020	Basic knowledge of C++, developed temperature converters in
	Visual Basic, and practical projects with Arduino.

ACHIEVEMENTS/RECOGNITIONS

27/10/2023	Hackaton Soluciones para la inclusión UNLP Informatica
	I gave a talk at the 'Solutions for Inclusion' hackathon, held at the
	UNLP Informatica
29/06/2023	NOTE UNLP Informatica

I was recognized by the president of the UNLP for my outstanding performance at the event. For more details, please see the official UNLP note

31/05/2023 **UNIDEA 2023** UNICEN | Tandil

I served as the leader of the winning project at the UNIDEA 2023 entrepreneurship event, which saw participation from students and graduates from various universities.

01/10/2022 **Space-App Challengue** UNLP | Informatica

I participated in the 'Space-App Challenge' hackathon, where I presented and documented the software alongside a team of three people