# Facundo Erhardt

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## ABOUT ME

I started my career as python developer and then moved to video games developer, where I learned how to use Unity3D engine, which is my current favorite tool. I love creating new worlds, characters and stories. I also like to explore new technologies in order to create better and more fun experiences for players.

## WORK EXPERIENCE

### Programador web
*Cogocode* [ 20/08/2022 – 20/12/2022 ]

**City:** Resistencia
**Country:** Argentina

Frontend Development

• I develop the user interface.
• Web page development.

### Video games designer
*MD8 Games* [ 05/06/2021 – 15/08/2022 ]

**City:** Buenos Aires
**Country:** Argentina

Video Game Development

• I create Characters 2D & 3D.
• Game Design.
• Level Design.
• I develop video game scripts.

### Software developers
*Freelancer* [ 18/02/2020 – Current ]

**City:** Buenos Aires
**Country:** Argentina

Backend Development

• I develop the user interface app.
• I create ux element interactions.
• I create scripts with OPP.
• I graph metrics of your business.

## EDUCATION AND TRAINING

**Web Development & Data Science**
*Platzi Digital University* [ 2020 – Current ]

**Mobile App Development**
*Madrid University - Google Activate* [ 04/2020 – 06/2020 ]

**Videogame Development**
*National Technological University Buenos Aires* [ 2019 – 2020 ]

## LANGUAGE SKILLS

Mother tongue(s): **Spanish**

**Other language(s):**

**ingles**

**LISTENING** A2  **READING** A2  **WRITING** B1

**SPOKEN PRODUCTION** A1  **SPOKEN INTERACTION** A1

## DIGITAL SKILLS

**Video Games**
Unity 3D / Game design / Renpy / C# / Visual Studio/ Visual Studio Code / Godot Game Engine

**Frontend**
JavaScript, HMTL5, CSS / Javascript React

**Backend**
Java / Python / Android Studio / Eclipse IDE

**Design**
AdobeIllustrator / substance painter / Design tools (CANVA/Figma)

**Soft skills**
Responsible, proactive, attention to detail / I am quick and curious in learning new software / team-work in team