

Facundo Sánchez

Trainee Software Developer

Buenos Aires, Argentina.
(+54) 11 6874 0442
fancus4n@gmail.com
18/06/2004

EDUCATION

UTN FRGP: *Higher technical degree in Programming and Operating Systems*

2022 - Present

Coursera: *Google IT Support Specialist*

12/07/2023 - 01/10/2023

PROJECTS

KLOOSTER BALL: 2D Pinball

A final project for University built with C++ using the RLUTIL framework. It took me and a small group around a month to finish. I built the game logic, ball physics and different levels.

Diez Mil!

Project built at university with C. This was my first time working with a partner and using GitHub to keep track of our progress. It is displayed on a console. It used algorithms to decide how many points a player should receive after throwing the dice.

SKILLS

C / C++

SQL Server

Git / Github

Visual Studio / Visual
Studio Code /
CodeBlocks

JavaScript

HTML

CSS

Languages

Native Spanish.

English level C1.

MY SERVICES

Code Review and
Refactoring.

Documentation and User
Guides.

Testing and Quality
Assurance.

Research and

Prototyping.

Technical Support.