Federico Jure

Software Engineer

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Linkedin
Github

Profile

I`m passionate about development and facing new challenges and problems to solve. I am open to the debate of new solutions and always willing to learn.
I am attentive to the balance between technical quality and product needs.

Work experience

Software Engineer at Etermax
January 2020 - Present

Full Stack developer in the company, as part of the Trivia Crack 2 game mechanics team, using Unity 3d and Kotlin; and putting a lot of effort into having quality code based on the Clean Code guides and having almost the entire production code tested.

Teaching Assistant - Algorithms and programming III in FIUBA
July 2016 - January 2020

Focus on object-oriented design and its principles and not on a particular technology, although Smalltalk and Java are currently being used for teaching.

Software Developer at Atix Labs
March 2018 - January 2020

Full Stack Developer in the company, a software factory, aimed at providing solutions using Blockchain technology.
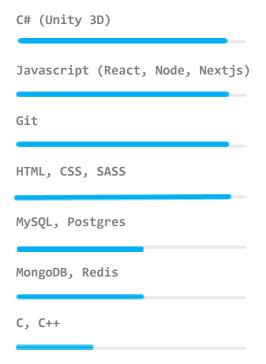
Education
Student, FIUBA
May 2012, Present
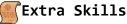
I am currently studying Computer Engineering at FIUBA.

English level: Intermediate

Programming Skills

C# (Unity 3D)

Javascript (React, Node, Nextjs)

Git

HTML, CSS, SASS

MySQL, Postgres

MongoDB, Redis

C, C++

Extra Skills
- **Blockchain knowledge**
- **Kubernetes**
- **Git, Gitlab and Github CI**
- **Blender (modeling, animation)**
- **Photoshop**
- **Adobe**

Extracurricular Activities
I'm an active volunteer at Soka Gakkai International of Argentina, an NGO dedicated to promote peace, culture and education.

Hobbies
My hobby is developing video games and applications. I like to play online games and play the guitar, and I'm part of a choir.