

BARRERA FRANCO RAFAEL

SOFTWARE DEVELOPER

PROFILE

I'm a Software Developer and System Engineering Student passionate for technology, currently developing personal and professional projects both Web and 3D, looking for new challenges with commitment to leave my mark.

PROFESSIONAL EXPERIENCE

July 2022 – Now

FANIOT External Consultant / Developer – FANLAB

Development support and gameplay development in Unreal Engine 4.
AI development for video games.

December 2020 – April 2022

FANIOT Lead Developer – FANLAB

Leading four people team with agile methodologies. API integration, replication and gameplay in Unreal Engine 4. Virtual Reality with UE5 and OculusVR. Web development with MERN stack.

PROJECTS

FANLAB – APRENDIZAJE 3D PARA LAS NUEVAS GENERACIONES.

3D Simulator for students with five educative laboratories, sixteen activities, and grade management system.

SOLAR 54 GAME.

Third Person Shooter about defending space stations on Mars.

CATARATAS VR.

Virtual Reality tour around one of the seven natural wonders of the world.

EDUCATION

2009 - 2016

Argentina. Posadas,
Misiones.

Anglia Examination – Advanced CERF B2
Level

Lancaster Institute of English

2017 - 2022

Argentina. Posadas,
Misiones.

Analista Universitario en Sistemas

Universidad Gastón Dachary (UGD).

2017 - Actualidad

Argentina. Posadas,
Misiones.

Ingeniería en Informática

Universidad Gastón Dachary (UGD).

CONTACT



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francototogomez@gmail.com



Argentina. Posadas, Misiones.



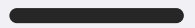
[LinkedIn - Franco Barrera](#)



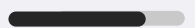
[GitHub - FrancoBarrera99](#)

LANGUAGES

Spanish



English



SKILLS

TECHNICAL

- Web Development
- SQL y Databases (MySQL, PostgreSQL, MongoDB).
- Unreal Engine 4/5 – Virtual Reality & 3D.
- Development Methodologies (RUP, SCRUM, XP).

PERSONAL

- Enthusiasm for teaching.
- Willing to learn.
- Collective property.
- Recreational initiatives.