



Software Engineer with five years of experience in Virtual Reality and 3D simulation development. Skilled in frontend web development and Quality Assurance. I have extensive experience with Unity and a deep understanding of both development and testing processes. My expertise includes ensuring product quality through testing frameworks, optimizing user experiences, and collaborating across teams to deliver robust and reliable software.



## CONTACT

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## EDUCATION

**Universidad Austral**

**Software Engineer**

2015 - 2022

**Brick Towers College**

**High school degree with  
orientation in economics**

2003 - 2014

# FRANCO PALUMBO

SOFTWARE ENGINEER



## WORK EXPERIENCE

### VR and Video Game Developer

**Sirius Software, Jun 2022 - Jul 2024**

- Development, design, and testing of projects and prototypes using technologies such as Unity, C#, and JavaScript.

### Backend software developer part-time

**Kuma VR, 2020 - 2021**

- Smart data analysis of hospital patient data to identify disease-health metric connections, ensuring accurate insights for research and decision-making.
- Development of Virtual Reality solutions.

### VR Developer part-time

**Universidad Austral Virtual Reality Lab, 2018 - 2021**

- Building VR prototypes.
- Teaching VR courses to university students.



## SKILLS

### Programming languages:

Java, C#, JavaScript, TypeScript

### Frameworks and libraries:

Unity, React, Angular, Express, Prisma, Selenium,  
Playwright, Cypress



## LANGUAGES

**Spanish:** Native

**English:** Advanced

**Italian:** Basic