



Software Engineer with five years of experience in Virtual Reality and 3D simulation development. Skilled in frontend web development and Quality Assurance. 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