Jose Ignacio Castelli

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Github: http://github.com/jiclotus
Languages: EN, ES

Summary

Since I was thirteen years old I have been developing video games and company management systems in different languages.

Education

Software Engineering from University of Buenos Aires 2011-2016 (It is a 6-year university course equivalent to Bachelor's and master's degree)

Employment

FREELANCE .NET DEVELOPER AT SUPERVIELLE BANK | Jan 2017 - Present

- Billing management system in C# , .Net framework and JS.

C# QR APP | Sep 2015 - May 2016

- This project is for the control of coils of a recycling plant.
- Developed in C#, Php and Android.

Source & Documentation: https://github.com/JicLotus/Control-Sistematico-QR

C++ GAME DEVELOPMENT | Dec 2011 - Jul 2014

- This game was online with 167 players simultaneously. Now the game status is offline; however, it is under development. https://www.facebook.com/InmortalAO/

VISUAL BASIC GAME DEVELOPMENT AT NRG GAMES | Jan 2008 - Jul 2008

- My Second experience with another game Sponsor(NRG Games) in the development of Argentum Online 2D project.

VISUAL BASIC GAME DEVELOPMENT AT LOCALSTRIKE | Jan 2007 - Dec 2007

- I had a game sponsor called LocalStrike for my Argentum Online 2D Game Project.

Projects

3D WEBGL GRAPHIC ESCENE | May 2016 - Jun 2016

- 3D graphic scene developed in WebGL and JS.
- Each vertex point in the graphic scene was positioned mathematically

Source & Documentation: https://github.com/JicLotus/3DGraphicEscene

C++/Android Dropbox Open Source | Aug 2015 - Dec 2015

- Dropbox open source for Android.
- The web server was developed in RocksDB in C++ language.

Source & Documentation: https://github.com/JicLotus/Dropbox-source

Capacitive touch sensors | Apr 2015 - Jul 2015

- Two capacitive touch sensors using a Atmega88pa microcontroller. These sensors were used for the control of intensity of a 12V light.
Source & Documentation: https://github.com/JicLotus/Capacitive-Sensor

Skills

Main Programming Languages: C#, C++

Moderate Experience: C, DirectX, OpenGL, WebGL, SDL, XNA, Php, Python, JAVA, SQL, Android, JS, Apache and Laravel.

Last updated: July 24, 2017
https://github.com/JicLotus/CV/CV.pdf