**Jose Ignacio Castelli**

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| [joseignaciocastelli92@gmail.com](mailto:joseignaciocastelli92@gmail.com) | +54 9 11 3697 - 9500 | GitHub: [github.com/jiclotus](http://github.com/jiclotus)  StackOverflow: [jiccranck](https://stackoverflow.com/users/7516128/jiccranck) |
| Birth date**:** 07-18-1992 |  | Linkedin: [Jose Ignacio Castelli](https://www.linkedin.com/in/jose-ignacio-castelli-138763b0/) |

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| EDUCATION |

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| **University of Buenos Aires** |  | Jan 2011 - Dec 2016 |
| *BS+MS in Computer Engineering* | | *GPA 7.11/10.0* |

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| WORK EXPERIENCE |

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| **RS - Supervielle** |  | Buenos Aires, Argentina |
| *Sr Software Engineer* |  | Jan 2017 - Present |
| * Developing a billing management system for Supervielle Bank. We use Jenkins for CI and PowerShell for automatic deploy. * Scrum, C# , .Net framework , MSSQL, GS1,SOAP, and JS | | |

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| **Celulosa Baradero SA** |  | Buenos Aires, Argentina |
| *Software Developer* |  | Sep 2015 - May 2016 |
| * Developed a management software. This project was to control coils for a recycling plant. [Github Repository](https://github.com/JicLotus/Control-Sistematico-QR) * Scrum, QR code, C# .Net FrameWork, Mysql, Php, JAVA and Android | | |

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| **InmortalAO** |  | Buenos Aires, Argentina |
| *Game Developer* |  | Dec 2011 - Jul 2014 |
| * Developed a 2D game with 167 players simultaneously. Game plays that users uploaded can be found by searching YouTube. <https://www.facebook.com/InmortalAO/> * Dx11, C++, C# .Net , MongoDB and Mysql | | |
| **LocalStrike and NRG Games** |  | Buenos Aires, Argentina |
| *Game Developer* |  | Jan 2007 - Jul 2008 |
| * Developed and managed a 2D game. We had eight people working on the project. It was online with 110 players simultaneously. * The ﬁrst sponsor’s name was LocalStrike. They gave me a free server connection. My second sponsor was NRG Games. * Dx8 and Mysql | | |

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| MAJOR PROJECTS |

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| **3D WebGL Graphic Scene** |  | May 2016 - Jun 2016 |
| * This project is a 3D graphic scene which was developed in WebGL and JavaScript. The 3D models were developed without any model external library(such as ThreeJS). The location of each vertex point in the graphic scene was positioned mathematically. [Github Repository](https://github.com/JicLotus/3DGraphicScene) | | |

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| **C++/Android Dropbox Open Source** |  | Aug 2015 - Dec 2015 |
| * It’s a Dropbox open source for Android. The web server was developed in RocksDB in C++ language. [Github Repository](https://github.com/JicLotus/Dropbox-source) | | |

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| **Capacitive touch sensors** |  | Apr 2015 - Jul 2015 |
| * This project consisted of implementing two capacitive touch sensors using an Atmega88pa microcontroller. These sensors were used for the control of intensity of a 12 Voltage light. [Github Repository](https://github.com/JicLotus/Capacitive-Sensor) | | |

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| SKILLS |

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| **PROGRAMMING LANGUAGES** |
| **Sr Experience**(+4 years): C++,C, C# .Net Framework, C, SQL , Mysql and MSSql.  **SSr Experience**(+2 years): JAVA, Python, Php, Android, JavaScript, MongoDB, RocksDB , DirectX, OpenGL, WebGL, SDL, XNA, Laravel, IIS and Apache.  **Jr Experience**(+2 months): GO. |
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