

# Karolina Arancibiova

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**Date of birth:** 09/08/1993 | **Nationality:** Bolivian, Czech | **Gender** Female | (+45) 50378220 |

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## ● WORK EXPERIENCE

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01/06/2019 – 30/04/2021

**STUDENT ASSISTANT – 3SHAPE**

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- Upgraded and maintained an automation system in Jenkins for environment setup and testing to deliver optimized release testing
- Developed and maintained a data cube in SSAS, using SQL Server and SSIS for centralized, organized and efficient data reporting
- Various IT/Dev ops solutions

Copenhagen, Denmark

08/2018 – 12/2018

**FULL STACK DEVELOPER – ZEKIRI SRL**

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- Development and maintenance of a Node.js based API that had to be integrated with the work of other team members
- Assisted on the creation of the web interface using Ember

Cochabamba, Bolivia

01/11/2016 – 31/10/2017

**R&D TRAINEE – SOPHION BIOSCIENCE**

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- Designed and implemented of an automatic log importer for JIRA including build scripts for Jenkins
- Updated JIRA to newest version and moving it from a Windows server to a virtual Linux server
- Integrated the use of an SSD disk into existing Linux data server including migration scripts
- Implemented a Temperature Control software device including data communication protocols

Copenhagen, Denmark

02/2014 – 12/2015

**TITULAR TEACHING ASSISTANT – UNIVERSIDAD MAYOR DE SAN SIMON**

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- Teaching assistant on *Introduction to programming* and *Programming elements and data structures*
- Coached students in the new concepts they were learning
- Facilitated exercises that could be useful for students to learn and practice

Cochabamba, Bolivia

## ● EDUCATION AND TRAINING

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08/2019 – 2021 – Copenhagen, Denmark

**MSC. IN GAMES - TECHNOLOGY TRACK – IT University of Copenhagen**

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Relevant courses: Making Games and World Design, Game Programming and Algorithms, Data Handling and Analysis, Graphics Programming, Modern AI

Researching design for positive-negative experiences

2012 – 2018 – Cochabamba, Bolivia

**BACHELOR'S DEGREE IN SYSTEMS ENGINEER – Universidad Mayor de San Simon**

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**Systems**, incl.: system and process analysis, dynamic systems. **Computer science**, incl.: programming, data structures, data bases, networks, operating systems. **Others**, incl.: basic accounting, basic marketing

Educative web application to learn data structures with a focus on trees

2012 – 2014

**CERTIFICATE IN FASHION DESIGN** – Technical Institute OMIE

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Relevant skills: creating design based on specific needs, color theory, aesthetics, drawing, sketching, idea to final product

1998 – 2011 – Cochabamba, Bolivia

**BACHELOR IN HUMANITIES (SECONDARY EDUCATION)** – Instituto Salesiano Domingo Savio

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## ● **SKILLS**

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### **Technology**

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Programming languages: Java, C#, C++, Python, GdScript, OpenGL - GLSL

Game engines: Unity, Godot

Web: HTML, CSS, PHP, JavaScript, NodeJS, Liquid

Databases: SQL Server, SSAS, SSIS, MySQL, PostgreSQL(beginner), distributed systems

Devops: Jenkins, Jira, bash, power shell, networks

Other: Krita, Blender (beginner), Kdenlive

### **Languages**

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Spanish (mother tongue), English (proficient)