

Luca Muiño

Videogame and web developer

Dedicated to creating impactful applications that contribute to society. Thoroughly enjoy crafting engaging and entertaining products within the realm of the video game industry.

Projects:

“¿Qué Hay Hoy?” – Fullstack Developer

- Conducted research on the market and analyzed competitors.
- Ensured a high-quality user experience through meticulous attention to detail, considering factors of optimization and performance.
- Technologies used: HTML, CSS, Bootstrap, JavaScript, PHP, MySQL.

“Bestia en Escape” – Videogame Developer

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- Technologies used: C#, Unity, Aseprite.

Certificates and Awards:

- Cambridge English C2 Proficiency (2023)
- 1st place, Ceibal Olympics in Robotics, Programming and Videogames (2023)
- Special Mention for “Team Spirit”, Ceibal Olympics in Robotics, Programming and Videogames (2022)

Skills:

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| • Fast Learner | • HTML |
| • Collaborative | • CSS |
| • Outcome Focused | • JavaScript |
| • Attention to detail | • Bootstrap |
| • Bilingual | • PHP |
| • Problem solving | • MySQL |
| • Active listening | • C# |
| • Enthusiastic | • Unity |
| | • Blender |

Education

- **Juan Zorrilla de San Martín, Montevideo**
Graduated with Special Recognition for my participation and achievements at the Ceibal Olympics in Robotics, Programming and Videogames (2023)

Languages: Spanish – Native, English - Advanced