



# LUCAS EDUARDO RODRIGUEZ PALUDI

## DEVELOPER

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Buenos Aires - Argentina

### ABOUT ME

I started my career in a microelectronics laboratory, where I worked until I was 24 years old. At the same time, I studied engineering, but a year ago I decided to switch to a career as a systems analyst. A year before the pandemic, I focused on programming and worked for almost 2 years as a freelance web developer. After that, I specialized in video game development with Unreal Engine. Currently, I work in a Mexican company developing a MMORPG and a session-based multiplayer, combining my passion for videogames with my programming experience.

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### WORK EXPERIENCE

#### Laboratorio de Microelectrónica

Position: Employee    Duration: 2015 - 2018

#### Freelance Web Developer

Duration: 2018 - 2020

#### Video Game Developer - Freelance

Duration: 2020 - 2022

#### Video Game Developer - Zelcar Games (Mexican Company)

Duration: 2022 - Present (Current)

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### ACADEMIC DATA

#### High School

Date: 2007 - 2011

#### Microelectronics, PC Repair and Microelectronics for Mobile Phones

Date: 2015 - 2016

#### Argentina Program

Date: 2019 - 2020

#### IT Engineer

Date: 2022 - 2023

#### System Analyst

Date: 2024 - Present (Current)

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### SKILLS

- Node Js
- JavaScript
- HTML
- PostMan
- AWS
- MySQL
- CSS
- C++
- BluePrint
- Unreal Engine
- Steam
- MongoDB
- Python

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### COURSES

JavaScript ES9, HTML, CSS3 y NodeJS, Udemy, ASP.NET MVC, Entity Framework (.NET 8), Udemy Unreal Engine 5 C++ Multiplayer Shooter, Udemy Unreal Engine 5: Blueprint Development Course, Udemy Video Game Development in Unreal with C++, ARKDE Creating Online Multiplayer in Unreal Engine, ARKDE Game Development with Unreal Engine from 0 to Professional.