Mariano Herrero

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I am a passionate programmer with experience in software development, specialized in video game programming. I master languages such as C#, Javascript and frameworks such as Unity (C#). I focus on creating efficient, scalable and user experience-oriented solutions. I look forward to contributing my skills to challenging projects that drive innovation and continuous learning.

Programs

- Word
- Excel
- Photoshop
- Maya
- Adobe Substance 3D Painter
- Dragon Bones
- Unity
- Construct
- Filmora
- Corel Videostudio
- Da vinci Resolve
- Premier Pro
- Aseprite
- Pixelorama

Knowledge

Programming

-C#
-Java
-HTML
-Css

Languages

Spanish Native

English Advanced

Personal data

ID: 42.567.088

Tax ID: 20-42567088-4

Age: 25 years old

Date of birth: March 20, 2000

Nationality: argentinian

Education

2005 - 2017
Completed secondary school.
Vanguard Institute.

2023 -
Studying second year of the career Video Game Design and Development.
Da Vinci School.

Titles

Intermediate Title: Design and Programming of virtual simulators.
Da Vinci School

Courses taken

- Team Game Development with Unity.
- Pixel art course.

Work experience

- Internship at the CGC as a Sound and Video Operator. 2017.

Portfolio

https://github.com/MarianHe