



# MATEO LIBERATORE

STUDENT OF THE HIGHER TECHNICAL CAREER IN SYSTEMS ANALYSIS



+54 223 4556948



liberatoremate98@gmail.com



[www.linkedin.com/in/mateo-liberatore](https://www.linkedin.com/in/mateo-liberatore)



<https://github.com/MateoLiberatore>

I am a proactive, organized, and responsible person with excellent interpersonal skills. I have 6 months of real experience developing in a production environment and am currently working on personal projects in areas of my interest. I am also in the process of completing my last courses for the Higher Technical Degree in Systems Analysis.

## EDUCATION

### ISFT N° 151

2021- TODAY

Higher Technical Degree in Systems Analysis

### Programatic Accenture & Conciencia

2023

Data Science and Soft Skills Training  
Data analysis, processing, and collection with Python libraries

## SKILLS

- Windows - Linux / Ubuntu
- git / GitHub - GitLab JavaScript / React - Node
- HTML / CSS
- Python / Flask / Apache-Airflow
- SQL / Postgres - MySQL - SQLite / SQLAlchemy
- Advanced English (reading, writing, and conversational)

## WORK EXPERIENCE

### Full-Stack Developer

Buonaterre, June 2024 - December 2024

Development and maintenance of healthcare applications, user management, web development, documentation, and record-keeping.

### Administrative Assistant

Orcamein SA, June 2022 - May 2024

Invoicing, stock control, management and preparation of wholesale orders, management of retail order deliveries, PC maintenance, use and maintenance of management software.

## PROYECTS

### Pixel Mech Mayhem

Prototipado de videojuego 2D , hecho en JavaScript vanilla usando MVC, manejo de estados y eventos. Esta es una version de muestra utilizada para una muestra promocional de la carrera.



<https://github.com/MateoLiberatore/Pixel-Mech-Mayhem>



<https://mateoliberatore.github.io/Pixel-Mech-Mayhem>