Matias Dure

Software Engineer

Hello, I am Matias. I'm a Creative Media & Game Technologies student at Saxion University of Applied Science. I have a genuine enthusiasm for continuous learning and enjoy exploring new concepts and technologies to expand my skills and knowledge.

Work Experience

GameLab Oost

Sep '23 - Feb '24

Full-Stack Developer Internship (6 months):
Worked on a web application designed to improve the efficiency of implementing health technologies in hospitals across the eastern Netherlands. Used technologies like HTML, CSS, JavaScript, EJS, Axios, Node.js, Express, MongoDB, Mongoose, and others.

Just Eat Takeaway.com

Feb '24 - Aug '24

Front-End Developer Internship (6 months):
Contributed to the after-order web team by developing new features with React, Redux, and Sass. Wrote unit and integration tests with Jest, and end-to-end tests with CodeceptJS. Fixed production bugs, reviewed merge requests in GitLab, and participated in Scrum ceremonies, including daily stand-ups, sprint planning, retrospectives, and backlog refinement.

Projects

SafetySim Training -

Description: VR fire training simulation developed in 2 weeks during my study.
Team: Eight members (3 artists + 2 designers + 2 engineers)
Technology used: Unity + C# + XR Interaction toolkit + Git + Oculus quest 2

* More projects can be found in my website

Education

B.S . in Game Development
Saxion University
2021 - Ongoing

B.S . in Computer Science
Universidad Americana
2018 - 2020 (partial completion)

High School
Colegio Los Olivos
2013 - 2017

Primary & Middle School
American School of Asuncion
2001 - 2013

Languages

- **Spanish (native)**
- **English (native)**
- **Portuguese (A1)**
- **Dutch (A1)**

Hobbies

- **Chess**
- **Soccer**
- **Swimming**
- **Anime**

Contact Info

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