Gustavo Andre Pinedo Maraz

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Education

High School Degree, *Colegio San Agustín*	2002 – 2008 Cochabamba, Bolivia
Software Engineering, *Universidad Simón I. Patiño*	2009 – 2010 Cochabamba, Bolivia
Associate's Degree in 3D and Animation, *Milwaukee Area Technical College*	2011 – 2014 Wisconsin, U.S.A.
Full Stack Open, *University of Helsinki*	2022 – 2023 Helsinki, Finland

Languages

Spanish — *Native* | **English** — *Fluent / High proficiency*

Courses

Foundations Course, *The Odin Project*	2022
Angular: The Complete Guide, *Academind*	2023 – present
Full-stack React with Spring Boot, *O'Reilly Media*	2024
Professional React & Next.js (2024), *ByteGrad*	2024

Professional Experience

Character and Environmental 3D Modeling, *Digital Iris*	2012 – 2014 Milwaukee, WI, U.S.A.
Video Game Developer, *Freelancer*	2010 – present
Architectural Visualization, *Karmacorp S.R.L.*	2015 – 2016 Cochabamba, Bolivia
3D Visualization, *Freelancer*	2016 – 2017
Architectural Visualization, Graphic Design, *Sergio Magna Arquitectos*	2017 – present Cochabamba, Bolivia
Full-stack Developer, *Freelance*	2023 – present

Skills

Programming languages — *c++, c#, java, javascript, typescript* • **Development Technologies** — *HTML/CSS, git/github, node.js, spring boot, React, jest, MongoDB, NeonDB, Angular, Next.js, tailwind, prisma* • **Visual Design** — *Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Flash* • **3D Packages** — *Autodesk 3dsmax, Autodesk Maya, Sketchup, Blender, Z-Brush*