Maximo Comperatore

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Software Developer with a focus on technological innovation and solving complex problems. Specialized in Python, C#, and Azure. Passionate about creating scalable solutions, optimizing processes, and contributing to multidisciplinary teams in agile environments. Proven track record of achievements combining advanced technical skills with a commitment to excellence.

PROFESSIONAL EXPERIENCE

Transparencia Latam   **Mendoza,Argentina**
Software Developer   *September 2024–Present*

- Designed and implemented AI-powered chatbots for legal B2B and B2C processes, increasing conversion rates by 20% and reducing operational costs by 30% through optimized interactions and dynamic behavior trees for managing complex conversations.
- Developed modern web applications using React and .NET, collaborating with UX teams to create impactful frontend designs, achieving a 25% increase in user satisfaction.
- Implemented a comprehensive SaaS solution for compliance management, enabling providers to conduct self-assessments across multiple criteria, resulting in a 40% increase in evaluation participation and a 30% improvement in performance through training.
- Conducted extensive research on legal tech trends and presented practical ideas to investors, driving strategic decisions and fostering innovation within the organization.
- Provided exceptional technical support and resolved IT issues, ensuring optimal platform performance and reducing downtime by 40%, which significantly improved team productivity.

Intellicialis   **Remoto**
Game Developer   *Agosto 2023–Sept 2023*

- Collaborated in a multidisciplinary team, contributing to the user interface design and developing essential scripts for the project Daahriens: Active and Operational, significantly enhancing the usability and functionality of game systems.
- Developed and optimized key scripts to ensure a smooth and efficient user experience, resulting in increased user satisfaction and a notable reduction in errors.
- Adopted agile methodologies to streamline workflow, improve team communication, and ensure the delivery of a high-quality final product, meeting established deadlines and fostering a collaborative work environment.

EDUCATION

University of Mendoza   **Mendoza, Argentina**
Faculty of Engineering: Video Game Programming   *March 2024-Presente*

ADDITIONAL SKILLS

- Python, .NET/C#, C++, GitHub, Unity, Github Actions, Redis, Docker, React, IA, Chatbots, Azure Cloud
- Autonomía, Aprendizaje Continuo, Gestión del Tiempo, Atención al Detalle, Adaptabilidad. Dominio Avanzado del Inglés.