

Maximo Comperatore

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[Portfolio / GitHub](#)

EDUCATION

Universidad de Mendoza

December, 2026

B.S., Computer Games and Programming Skills

Mendoza, Argentina

- Activities and societies: "Club de los videojuegos".

WORK EXPERIENCE

Frostberg Softworks

May

2023 - Present

Founder & CEO

Mendoza, Argentina

- As Founder & CEO, I oversee our core strategies, product roadmap, ops, marketing, and fundraising.
 - Developing 'Mayor Mayhem' game for consoles and pc.
 - Overseeing, collaborating and managing the development with another member.
 - The goal is to make original games for consoles and pc.

Intellicialis

August 2023 -

November 2023

Game Developer

Remote

- Worked on the game Active and Operational.
 - Implemented various UI's in Unreal Engine.
 - I coded various interactions in the game.
 - Employed agile methodologies.

CERTIFICATIONS, SKILLS & INTERESTS

- **Certifications:** [CS50's Introduction to Computer Science](#), [CS50's Understanding Technology](#), [CS50's Introduction to Programming with Scratch](#), [freeCodeCamp's Responsive Web Design](#), [freeCodeCamp's Scientific Computing with Python](#)
- **Skills:** Unreal Engine, C++, Blueprints, Unity, C#, Leadership, Game Programming, Scripting languages, Analytical Skills, Problem Solving, Data Structures, Algorithms, Git, Perforce, JIRA, Trello, OpenGL, Vulkan, GLSL, Debugging, Optimizations, Agile Methodologies, FMOD, C, Network Programming, Hardware Knowledge, Self-motivation, Collaboration and a strong work ethic.
- **Interests:** Game, Graphics & Engine Programming. Eating steaks in the near a river, close to the mountains.