

Maximo Comperatore

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Profile

Backend and Game Developer skilled in Python, C#, and C++. Expertise in high-performance APIs and scalable game solutions, with a proven track record of solving complex challenges in agile environments. Currently pursuing a Video Game Programming degree at the University of Mendoza.

Professional Experience

Game Developer <i>Intellicialis</i>	08/2023 – 11/2023 Remote
<ul style="list-style-type: none">Developed and refined user interfaces and scripts for the game Active and Operational. Led task management and team collaboration on Trello, providing feedback to boost project efficiency.Applied agile practices to consistently deliver high-quality, meticulously crafted features.	

Skills

Hard Skills Python, C#, C++, Git, Unreal Engine, Unity, Github Actions, Redis, Docker, PostgreSQL	Soft Skills Self-driven, Collaborative, Problem Solving, Resilience, Detail Oriented, Adaptability, Organizational Skills
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Projects

ArgentoFX <ul style="list-style-type: none">Architected a high-performance RESTful API for <i>real-time foreign exchange rates</i> tailored to the Argentine market.Engineered with FastAPI, Python, and Redis to ensure rapid, accurate data processing.Developed a scalable, Dockerized solution, optimized for reliability and performance in financial applications.	07/2024
Mercadix <ul style="list-style-type: none">Created an open-source Android APK for <i>real-time price distribution analysis of MercadoLibre products</i>.Empowered users to pinpoint optimal prices through real-time scanning and detailed analysis of dozens of items.Delivered actionable insights that drive strategic purchasing and selling decisions, based on accurate market data.	07/2024
Ephemera <ul style="list-style-type: none">Designed a <i>suspenseful puzzle game</i> immersing players in solving challenges within intricately crafted rooms.Crafted gameplay emphasizing exploration and interaction within a richly detailed environment.Produced an immersive experience with increasingly complex challenges that deeply engage and captivate players.	04/2024

Education

Universidad de Mendoza Associate's Degree, Video Game Programming • Activities and societies: "Club de los videojuegos".	03/2023 – present
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Languages

Spanish (Native) | English (Bilingual)