


Maximo Comperatore

<https://maxcomperatore.com> | [linkedin.com/in/maxcomperatore](https://www.linkedin.com/in/maxcomperatore) | Mendoza, Argentina
maxcomperatore@gmail.com

Profile

Backend and Game Developer with experience in *Python, C#, and C++*. Knowledgeable in high-performance *APIs* and innovative game design. Proven track record in *solving complex challenges in agile environments*. Currently pursuing a degree in *Game Programming* at the University of Mendoza.

Professional Experience


Game Developer, Intellicialis  08/2023 – 11/2023 Remote

- Developed user interfaces using Unreal Engine and optimized scripts for the game "Active and Operational."
- Motivated and supported the team, improving efficiency and drastically accelerating the development cycle.


Skills


Technical Skills	Soft Skills
Python, C#, C++, Git, Unreal Engine, Unity, Github Actions, Redis, Docker, PostgreSQL	Autonomy, Continuous Learning, Time Management, Attention to Detail, Adaptability


Projects


CineMaximo, Next-generation platform for booking movie tickets.  08/2024

- Developed a *modern platform for movie ticket reservations*, focused on user experience and serving hundreds of users monthly.
- Implemented a *multilingual bot powered by artificial intelligence* that guides customers through the purchasing process, making the app more accessible and intuitive.
- Utilized *FastAPI, Python, and PostgreSQL* for efficient management of users and data.


Mercadix  07/2024

- Developed an intuitive and agile mobile application  that *analyzes the real-time price distribution of any product on MercadoLibre*.
- Enabled users to make strategic buying and selling decisions through precise and up-to-date data.

Ephemera  04/2024

- Created an *immersive puzzle game*, challenging players with rooms filled with riddles.
- Developed an eerie atmosphere that tests the logic and creativity of players in each challenge.
- Published on itch.io , *gaining dozens of visits* and providing a unique and engaging experience.

Education

Technical Degree in Video Game Programming, University of Mendoza  2023 – present
Contributor at: "Video Games Club"

Languages

Spanish (C2) | English (C1)