

Ricardo Palma

OBJECTIVE

First semester student of Facultad de Matemáticas (UADY). Technology enthusiast whose main hobby is programming. Mainly interested in the development of desktop and android devices applications.



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GitHub
<https://github.com/RapTORush135>

Software Engineering student

EDUCATION

College - Facultad de Matemáticas (UADY). Software Engineering. Present. First semester.

High school - Preparatoria Dos (UADY). Electives in mathematics. Occupational subjects in "smart systems" (Programming fundamentals, Industry 4.0 introduction, Smart control systems, etc).

SOFTWARE EXPERIENCE

Experience developing small scale desktop applications and utilities libraries using C# (.NET Core & mono).

Extensive knowledge of OOP concepts.

Knowledge of use cases and applications of diverse data structures.

Experience using a debugger to navigate through a program execution state and troubleshoot defects.

Migrating to newer technologies like Blazor and MAUI.

Experience using Unity Engine as frontend.

Visual Studio.

Microsoft Office.

SKILLS

Good at leading teams.

Great problem-solving skills.

Detail-oriented.

LANGUAGES

English (Advanced)

Spanish (Native)