

# 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.



### PHONE

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### EMAIL

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### GitHub

<https://github.com/RapTORush135>

## Software Engineering student

### EDUCATION

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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

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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

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Good at leading teams.

Great problem-solving skills.

Detail-oriented.

### LANGUAGES

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English (Advanced)

Spanish (Native)

