CONTACT

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CABA, Argentina

PROGRAMMING LANGUAGES AND FRAMEWORKS

Python

C

C++

HTML

Javascript

Typescript

Node.js

React

React Native

Clojure

Rust

Smalltalk

Ruby on Rails

Java

ADDITIONAL TOOLS

GitHub & GitLab

Postman

Swagger

Linux

Jira

UML

API RESTful

DESIGN

Gimp Figma

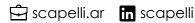
LANGUAGES

English (B2) Native Spanish

Sebastián Capelli

Software Developer







EDUCATION

Computer Engineering – University of Buenos Aires 2017 - 2024

Electronics Technician Degree – Technical Secondary School No. 8 2008 - 2015

WORK EXPERIENCE

Zoologic S.A. – Technical Support in Help Desk

2017 - Present

Providing telephone and remote assistance to users who utilize some of the systems developed by Zoologic for the management of their pointof-sale operations.

Algorithms and Programming I – Teaching Assistant

2017 - 2019

Grading assignments, focusing on code quality and best practices.

NOTABLE PROJECTS

(2023) Fiufit 🗗

Digital platform that enables users to track their workouts and physical activities. For the architecture, a series of microservices were developed following REST API conventions, utilized by a mobile application My role involved developing the mobile application using React Native and Expo. I utilized tools such as Postman, Swagger and Figma as complements to the development process.

For project management, we employed SCRUM and Jira.

(2020) Wolfenstein 3D 🗗

Clone of the game Wolfenstein 3D implemented using C++ and Lua. My role involved developing the bot logic in Lua for attacking and movement. I also created the application layer for socket communication between the server program and client programs.