

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

Git
GitHub & GitLab
Postman
Swagger
Linux
Jira
UML
API RESTful

DESIGN

Gimp
Figma

LANGUAGES

English (B2)
Native Spanish

Sebastián Capelli

Software Developer

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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 point-of-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.