Leonardo Henry Añez Vladimirovna

Personal Data

PLACE AND DATE OF BIRTH:	Santa Cruz de la Sierra, Bolivia | November 7, 1998
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Education

FEBRUARY 2017 - Present	Undergraduate Degree in COMPUTER SCIENCE, **Autonomous University Gabriel Rene Moreno** (UAGRM), Faculty of Engineering in Computer Science and Telecomunications Santa Cruz de la Sierra GPA: 78/100
DECEMBER 2016	**Cristo Rey High School**, Santa Cruz de la Sierra.

Work Experience

DEC. 2017 - AUGUST. 2019	Game Developer at Unstoppable Studio LLC, Santa Cruz Responsible for the behavior of the bosses/enemies, weapons and shaders. And some low level configurations. Game released on Steam (Fast Food Fighters).
FEB. - APRIL, 2020	Programmer at Century Soft LLC, Santa Cruz Working in backend optimization (Vehicle tracking system).
MARCH 2020 - PRESENT	Teaching Assistant, Faculty of Engineering in Computer Science and Telecomunications, Santa Cruz Subject: Formal Languages.

Academic Certificates

AUG 2018	Recognition for academic performance. Faculty of Engineering in Computer Science and Telecomunications.
SEPT. 2017	Recognition for academic performance. Faculty of Engineering in Computer Science and Telecomunications.
2017-2018	ACM-ICPC, Bolivia Preliminary Contest 3rd Place (Santa Cruz).
SEPT. 2016	District Bronze Medal, Bolivian Informatic Olympiad.
SEPT. 2014	National Bronze Medal, Bolivian Informatic Olympiad.

Languages

SPANISH:	Mothertongue
ENGLISH:	Excelent
RUSSIAN:	Basic Knowledge

Computer Skills

IDE's, Engine(s) & SDK :	VS2017, Embarcadero, R Studio, Unity, Unreal Engine, Flutter.
Basic Knowledge:	Dart, JS, Assembly, Microsoft SQL, OpenGL, R, PHP, Angular, TypeScript.
Intermediate Knowledge:	C\C++, C#, LaTeX, Python, Prolog Java, Dart.

Projects

- Co-creator of the faculty repository. Project made to collect all the information used in classes: https://github.com/ficct/

Conferences attended

- Global Game Jam 2020 (Universidad Católica Boliviana, Unidad de Postgrado). Game submitted: "Building Away From Hell"

- Opportunities for Study and Work in International Prestige Organizations. INEGAS Auditorium. June 13, 2019.

- "The engineering of the Invisible, the first Image of a black hole", Alejandro Sáez Madain, Accounting Auditorium. August 14, 2019.

- Space App Challenge 2015, (3D Astromed Devices Adaptation of Space Suit)

Interests and Activities

Computer Graphics, Technology, Open-Source, Programming, , Animation, Information Theory, Theory of Computation, Videogames
Philatelist

MOOCs

- Symmetric Cryptography, University of Colorado System, Coursera. November, 2020.
  Credential: NBY4JJ8HGCKV

- Mathematical Foundations for Cryptography, University of Colorado System, Coursera. November, 2020.
  Credential: AZBBCLA3D8VE

- Data Science: Primeros Pasos, Alura, October, 2020.
  Credential: 29c11edd-7290-4d86-9866-79a11b43ff37

- Classical Cryptosystems and Core Concepts, University of Colorado System, July, 2020.
  Credential: B2T5FCRYCUWY

- Advanced Algorithms and Complexity, University of California San Diego and National Research University Higher School of Economics, Coursera. July, 2020.
  Credential: 9AZLY3TVX5G4