



DAN LEON FERRARI

FRONT END
DEVELOPER

CONTACT

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ACADEMIC STUDIES

DESIGN AND PROGRAMMING OF VIDEO GAMES

DA VINCI INSTITUTE

August 2023 - Currently studying

- Unity Game Engine - Unreal Engine
- C# y C++
- Photoshop
- Virtual Reality with HTC Vive
- Game design
- Concept art
- Games for all platforms
- Multiplayer games
- 3D Rendering and animation
- Interactive design
- Artificial Intelligence

FULL STACK DEVELOPMENT

CODERHOUSE INSTITUTE

March 2021 - March 2022

Career consisting of the following courses:

- **Web development:** Development of responsive websites, using HTML and CSS. Management of tools such as Git, github, npm, Visual Studio Code, bootstrap, among others.
- **Javascript and React JS:** Programming of interactive pages and applications.
- **Backend Development:** Development of modern applications with Node.JS.

RESUME

I am passionate about technology and personal growth. I seek to be part of a company that allows me to continue developing and perfecting my skills. I am interested in working with a dynamic and predisposed team that inspires me to improve myself day by day in order to grow within it.

WORK EXPERIENCE

APP DEVELOPER

INTERBANKING

Sep 2021 - Current job

- Development of applications with microfrontends using technology: Javascript, Typescript, Node Js, Nest, and React Js and React Native libraries.
- CI/CD
- Development and design OOP.
- Maintenance and code refactoring.
- Version control with Git/Gitlab.
- Projects managed under the Scrum methodology.
- Project monitoring with Jira.
- Teamwork and enhance leadership skills and creativity.

OTHER COURSES

INTEGRAL REALIZATION OF VIDEO GAMES

Da Vinci Institute

April 2022 - June 2022

- Game Desing with game strategy techniques in various genres.
- Art using Photoshop.
- Prototyping of 2D videogames with Construct 2, a program based on Javascript and HTML5.

LANGUAGES

ENGLISH

ORAL: intermediate

WRITTEN: Advanced