



DAN LEON FERRARI

FRONT-END
DEVELOPER

CONTACT

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ACADEMIC STUDIES DESIGN AND PROGRAMMING OF VIDEOGAMES

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
- Multiplayer games
- 3D Rendering and animation
- Interactive design
- Artificial Intelligence

FRONT END DEVELOPMENT

CODERHOUSE INSTITUTE

March 2021 - March 2022

- Languages: Javascript, Typescript, HTML y CSS
- Runtime environment: Node JS
- Libraries: React JS, Nest JS, Redux.
- Version control: Git / Github / Gitlab
- Managing packages: npm
- CI/CD
- Scrum methodology.

LANGUAGES

ENGLISH

ORAL: Intermediate

WRITTEN: Advanced

RESUME

I am a Front-end developer with professional experience in the industry, complemented by personal projects and courses that allow me to continue growing as a specialist in the field. My passion for technology and continuous learning drives me to constantly acquire and refine my skills.

WORK EXPERIENCE

APP DEVELOPER

INTERBANKING

Sep 2021 - Current job

- Development of applications with microfrontends using technology: Javascript, Typescript, Node Js.
- Libraries: React JS, Nest JS, Redux, Chakra UI, Bootstrap and Material UI.
- Development and design OOP.
- Version control with Git/Gitlab.
- CI/CD.
- Projects managed under the Scrum methodology.
- Project monitoring with Jira.
- Teamwork and enhance leadership skills and creativity.

OTHER COURSES

INTEGRAL REALIZATION OF VIDEOGAMES

DA VINCI INSTITUTE

April 2022 - June 2022

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