Nicolás Uriel Navall

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Education

Since 2017	**MSc in Computer Science**, *Universidad Nacional de Rosario (UNR - National University of Rosario)*, Rosario, Argentina, *96.88% of degree completed (currently working on final thesis)*
2011 – 2016	**High school studies specialized in electronics**, *E.E.T. N° 8013 San José*, Rosario, Argentina, *GPA: 8.74*

Work Experience

Previous work experience

2022 – 2023	**Software Engineer**, *ProfitWell - Paddle*, Hybrid

Backend work with some frontend development utilizing Python, Django, Typescript and React:
- Implemented the new version of a section of the web application.
- Developed custom solutions to secure deals with new customers.
- Assisted the support team in debugging reported issues.
- Led the team responsible for addressing security vulnerabilities stemming from a bug-hunting program.
- Miscellaneous web application and internal tools improvements.

Languages and Tools

Proficient in

Python, Django, Unittest

Have worked with

C, ReShade FX (similar to HLSL), Godot, Lua, C#, Unity, C++, Haskell, R, HTML, CSS, SQL, React, Typescript, Jest

Projects

2023	Unreleased vertical slice of a game project, *Godot*, *Programming*, *Design*
2023	Fork of a Unity mod focused on creating marketing material for games (WIP), *C#*
2022	Mod script to spawn lights in RE Engine games, *Lua*
2022	Game Jam game, *Godot*, *Design*
2021	Game Jam game, *Godot*, *Design*
2021	Discord bot that constructs a database for a website gallery (blog post about its development), *Python*.
2020	Shader suite for Virtual Photography, *ReShade FX shader language*
Since 2019	Virtual Photography-related site, *Maintenance*, *Documentation*

Language Skills

Spanish	Native
English	Professional working proficiency