

Leonardo Henry Añez Vladimirovna

PERSONAL DATA

PLACE AND DATE OF BIRTH: Santa Cruz de la Sierra, Bolivia | November 7, 1998
ADDRESS: 3rd Floor, Bldg. "Los Heroes", Lt. Rivero St. Santa Cruz Av.
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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 Telecommunications
Santa Cruz de la Sierra
GPA: 76/100

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. 2020 - PRESENT	Programmer at ICoreBiz LLC, Santa Cruz Working in backend optimization.

SCHOLARSHIPS AND CERTIFICATES

AUG 2018	Recognition for academic performance. Faculty of Engineering in Computer Science and Telecommunications.
SEPT. 2017	Recognition for academic performance. Faculty of Engineering in Computer Science and Telecommunications.
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):	VS2017, Embarcadero, R Studio, Unity, Unreal Engine.
Basic Knowledge:	Assembly, MicrosoftSQL, OpenGL, R, PHP.
Intermediate Knowledge:	C\C++, C#, \LaTeX , Python, Prolog Java.

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.

INTERESTS AND ACTIVITIES

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