

Saulo Fernández Ibarguren

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I consider myself a self-taught, creative, good companion, respectful and responsible person. I enjoy learning and teaching, and I have a lot of patience for tasks that require great meticulousness.



Education

- Technical High School N°1 "Alte. Ramón González Fernández" Electromechanical – graduation 2008 (Electro Mechanical technician)
- Python complete bootcamp 2020.
- Master in programming Unity 2020 y C#.
- Basic course of html, css y javascript.
- Creative digital drawing (Adobe Photoshop/ Autodesk Sketchbook).
- Knowledge of Word, Excel, computer assembly and disassembly, windows environment.
- Course "Literature 1" at the Lola Mora cultural center.
- Diego DDG González's Sculpture course.
- English: average knowledge, written and oral.



Work experience

9/2019-Present

Software development

Independent

• Development of portable python software for small shops, creation and update of database (Tkinter, Sqlite3, Django). Execution of graphics from database (Matplotlib, Numpy, etc.)

3/2017-Present

Board game "Three Tombs":

Independent

• Graphic design (characters, letters, board, packaging, etc.), resin miniature manufacturing, post modeling. Script and mechanics.

2/2013-2019

Chispula Art art workshop

chispula art

• Sculptor, works in resins, epoxy putties, clay and moulding with rubbers. Administrative tasks and coordination with teachers of the space. Professor of sculpture and moulding, copying figures, airbrush and paint.

5/2015-Present

Computer maintenance

Independent

• Assembly, disassembly and maintenance of pcs (hardware and software): Change of CPU paste, change of defective components and soldering with tin, general cleaning, performance of Windows environment, installation and uninstallation of softwares, disk defragmentation, program updates, etc. Change of parts: fonts, data disks, ram memory, etc.