

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#.
- Odoo 14 basics.
- 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

1/2021-5/2021

- **HLX Studios (NYC)**
Developer
 - Development in Odoo and Django, bug fixes and improvement of code and additions, update of applications in Odoo and addition of modules. Collaborative work with Gitlab and Odoo Projects.

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.

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.