

# García Scardilli, Andrés Sebastián



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# Objetives

Develop myself professionally while continue learning to become a better software engineer and provide my knowledge to help the software community

#### Education

2000-2005 Electronic technician

Institute San José (A-355)

2006-Actualidad Advanced student of Computer Engineering

University of Buenos Aires

Studying the last year

### Work experience

2012 - 2014 StartmeApps

Full Stack Developer for startups

Web app's development using Ruby on Rails, MySQL, Javascript,

Linux y Amazon Web Services

Reference: <a href="mailto:emiliano.ritiro@startmeapps.com">emiliano.ritiro@startmeapps.com</a> (Emiliano Ritiro)

2014 - Present Inaka

Full Stack Developer of web server for apps

Server's development, for mobile apps, using Ruby, Rails and Grape. Frontend app's development using Javascript, AngularJS and React.

#### **Idioms**

Spanish Native language

English Excellent written level, good oral level

# **Technologies**

C++ Advanced knowledge

Java Intermediate knowledge

OpenGL Intermediate knowledge

SQL Advanced knowledge

php Intermediate knowledge

Linux Advanced knowledge

Android Basic knowledge

Ruby Expert knowledge

Rails Expert knowledge

Javascript Advanced knowledge

AngularJS Advanced knowledge

React Advanced knowledge

Html5 / Css 3 Advanced knowledge

Bootstrap 3 Advanced knowledge

## Academic projects

Programming algorithms I Sudoku solver

Developed on Pascal

Programming algorithms II Simulator of ants's behavior

Developed on C++

Programming algorithms III Chopped racing type game with car tuning

Developed on Java

Data Organization PPMC compressor

Developed on C++

Programming workshop I System for design and simulation of electronic circuits with

distributed design support

Developed on C++

Operating Systems Payment management system

Developed on shell script

Design techniques System for design and simulation of electronic circuits

Developed on Java

Developed en SQL

Concurrent programming I Concurrent chat

Developed on C++

Graphic systems Seabed

Developed on C++ with OpenGL http://youtu.be/-eASClqUO4I

Simulation Simulation of customer care in shopping center

Developed on GPSS

Programming workshop II Educational social network for the university

Developed on php

Project workshop I Comprehensive system of risk management for systems

development

Developed on Java

computer organization Sort by mergesort algorithm

Developed on assembly for MIPS architecture

Automatic fault detection

systems I

Inference engine

Developed on Java

Management and control of Project to implement subways in the city of Cordoba

IT projects

Design, management and control of subway construction project in

the city of Cordoba

Automatic fault detection

systems II

Al for bots development contest

Developed on Ruby

Project workshop II Web server for rental and sale of properties

Developed on RoR and Grape

## Personal projects

Framework 3D Framework 3D

Developed on C++ with OpenGL

Mobile app College organizer for FIUBA

Developed on Java from Android

Webmaster

Managing and maintaining websites

Home automation mobile app

Home automation system for spa equipment

Developed with AngularJS, Ionic on Cordova for Android and IOS

Server for synchronization and configuration of mobile application

Developed on RoR 4.1

#### **Interests**

Mensa Argentina Member since 2013

Member N° 515