

Experience

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| <ul style="list-style-type: none">• Universidad Simón Bolívar
<i>Jornadas Interuniversitarias de Ciencias de la Computación - Head Cordinator</i><ul style="list-style-type: none">- Team organization and sponsor companies contact.<i>Centro de Estudiantes de Ingeniería de la Computación - Collaborator</i><ul style="list-style-type: none">- Support for the new president.- Event planning computer career.- Sales service intended for the collection of resources for students of computer center.<i>Centro de Estudiantes de Ingeniería de la Computación - President</i><ul style="list-style-type: none">- Event planning computer career.- Sales service intended for the collection of resources for students of computer center.- Implementation of system to improve revenue management.<i>Jornadas Interuniversitarias de Ciencias de la Computación - Collaborator</i><ul style="list-style-type: none">- Managing and maintaining event website.<i>Centro de Estudiantes de Ingeniería de la Computación - Collaborator</i><ul style="list-style-type: none">- Event planning computer career.- Sales service intended for the collection of resources for students of computer center. | <p>Miranda, Ve
2011 – 2013</p> <p>2012 – 2013</p> <p>2011 – 2012</p> <p>2010 – 2011</p> <p>2010 – 2011</p> |
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Formal education

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| <ul style="list-style-type: none">• Universidad Simón Bolívar
<i>Computing Engineer</i><ul style="list-style-type: none">- Specialization:
<i>Computer graphics</i>
<i>Artificial intelligence</i>
<i>Design and implementation of programming languages</i>- Electives:
<i>Artificial intelligence for Video games</i>
<i>Introduction to Robotics</i>
<i>Topics in Computer graphics in Video games</i>- Thesis Research Topic. The project obtained an “Exceptionally good” mention:
<i>Random content generation based on constraints</i>• U.E. Instituto Humanitas
<i>Bachelor of Science</i>
<i>Recognition of outstanding student</i> | <p>Miranda, Ve
2007 – 2013</p> <p>Dtto. Capital, Ve
2002 – 2007
2007</p> |
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Certifications

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| <ul style="list-style-type: none">• VFX Latino América
<i>Visual Effects and 3D Animation workshop</i>• Instituto Arts
<i>After Effects CS5.5</i>
<i>3D Studio Max Animation and Design of characters 2011</i>
<i>3D Studio Max 2011</i>
<i>Autocad 3D 2006</i>
<i>Autocad 2D 2006</i> | <p>Miranda, Ve
2013 – 2014</p> <p>Miranda, Ve
2011
2010
2010
2006
2005</p> |
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- **Uneweb**
Blender

Miranda, Ve
2010

Contests

- **Caracas Gamejam 2013** **Miranda, Ve**
Enter The Panic: Heart Attack <http://globalgamejam.org/2013/enter-panic-heart-attack>
- **Caracas Gamejam 2011** **Miranda, Ve**
Enter The Panic: The Attack of Matus <http://archive.globalgamejam.org/2011/enter-panic-attack-matus>

Knowledges

Languages: Spanish (Native language), English (Professional), German (Medium)
Programming Languages: C, C++, C#, Java, \LaTeX , Python, Shell script, SQL, Haskell, PHP, CSS, HTML, MEL, R, Prolog, Unreal Script, Javascript, Matlab
Operating Systems: Windows, Linux
Frameworks: Django, Apache Struts, XNA
Aplications: Autocad, Maya, 3D Studio Max, After Effects, Photoshop, Blender, Unity, Unreal Development Kit, Microsoft Office Word, Excel, PowerPoint, Publisher
Others: Git, Heroku

Abilities and Skills

Proactive attitude
Willingness to learn new skills
Creativity and innovation available
Ability to assume responsibilities
Ability to work in team
Easy to work with public
Working under pressure