Tony Enrique Lattke Urbaneja

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Experience

 Universidad Simón Bolívar Miranda, Ve CLEI 2013 (Computer Congress) - Collaborator 10/2013 – 10/2013 Support in Committee logistic. Joincic (Computer Congress) - Head Cordinator 09/2011 - 09/2013- Team organization and sponsor companies contact. 09/2012 - 09/2013Computing Engineer Student Center - Collaborator - Support for the new president. - Event planning computer career. - Sales service intended for the collection of resources for students of computer center. Computing Engineer Student Center - President 07/2011 - 07/2012 Event planning computer career. - Sales service intended for the collection of resources for students of computer center. - Implementation of system to improve revenue management. Joincic (Computer Congress) - Collaborator 09/2010 - 09/2011- Managing and maintaining event website. 09/2010 - 07/2011Computing Engineer Student Center - Collaborator - Event planning computer career. - Sales service intended for the collection of resources for students of computer center. • Universidad Simón Bolívar Miranda, Ve

Formal education

09/2007 - 09/2013

Computing Engineer

- Specialization:

Computer graphics

Artificial intelligence

Design and implementation of programming languages

- Electives:

Artificial intelligence for Video games

Introduction to Robotics

Topics in Computer graphics in Video games

- Thesis Research Topic. The project obtained an "Exceptionally good" mention: Random content generation based on constraints

• U.E. Instituto Humanitas Bachelor of Science Recognition of outstanding student Dtto. Capital, Ve 09/2002 - 09/2007

2007

Conferences

• Random content generation based on constraints, CoNCISa 2014 (Computer Congress) Authors: Isaac López, Tony Lattke & Carlos Pérez (Tutor)

Caracas, Ve

Awards

• First place of Thesis Research Topic in *CoNCISa* 2014 (*Computer Congress*)
Authors: Isaac López, Tony Lattke & Carlos Pérez (Tutor)

Caracas, Ve

Certifications

VFX Latino América Visual Effects and 3D Animation workshop	Miranda, Ve 11/2013 – 02/2014
Instituto Arts	Miranda, Ve
After Effects CS5.5	09/2011
3D Studio Max 2009 - Animation and Design of characters	03/2010
3D Studio Max 2009	12/2009
Autocad 3D 2006	08/2006
Autocad 2D 2006	07/2005
• Uneweb	Miranda, Ve
Blender	2010

Contests

• Caracas Gamejam 2013 Enter The Panic: Heart Attack Miranda, Ve

• Caracas Gamejam 2011

Miranda, Ve

Enter The Panic: The Attack of Matus

Knowledges

Languages: Spanish (Native language), English (B2), German (A2)

Programming Languages: C, C++, C#, CSS, Haskell, HTML, Java, Javascript, LATEX, Matlab, MEL, Perl, PHP,

Prolog, Python, R, Ruby, Shell script, SQL

Frameworks: Catalyst, Django, Rails, Laravel, XNA, Yesod

Operating Systems: Windows, Linux

Aplications: 3D Studio Max, After Efects, Autocad, Blender, Maya, Photoshop, 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