INFO

First name:	YAGO
Second name:	GASPAR
Last name:	TASSELLO
Nationality:	ARGENTINIAN
Date of Birth:	23/01/1992

CONTACT

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EDUCATION

- **School certificate in Production of goods and services**
  INSTITUTO POLITÉCNICO SUPERIOR
  2003 – 2009

- **Business English courses levels I, II and III**
  NASA COMPUTACIÓN
  2007 – 2009

- **AutoCAD software course**
  DEPARTAMENTO DE ELECTROTECNIA DEL POLITÉCNICO
  AUGUST – OCTOBER 2009

- **Electronic Engineering (incomplete)**
  FACULTAD DE CIENCIAS EXACTA, INGENIERÍA Y AGRIMENSURA
  Approved subjects: introduction to electronic engineering, introduction to physics, physics I, calculus I and II, algebra and analytic geometry, technical drawing, computing, applied computing, English I and II, quality and operations management.
  2011 – 2016

- **Systems Analyst (on going)**
  INSTITUTO POLITÉCNICO SUPERIOR
  Approved subjects: mathematical analysis I y II, symbolic logic, graph theory and algorithm, technical English I, programming workshop I and II, algorithms and data structures I, computer's architecture I, probability and statistics, object oriented design, data base.
  2017 – CURRENTLY

- **Framework .NET course**
  NEORIS (Rosario, Argentina)
  Development with *C#* and the *.NET* framework, *object oriented programming*, *MVC* development, *SQL* queries, *Linq*, *Entity* Framework, *HTML*, *CSS*, *JavaScript* with *jQuery*, *Knockout* and *Angular* frameworks.
  JULY – AUGUST 2019

SKILLS

- Ability to fully communicate both orally and written in *English*, with advance text comprehension skills. Native *Spanish* speaker and basic *Portuguese* understanding skills.
- Basic computer repair and hardware upgrade knowledge. Full *Microsoft office* suit. Ease to learn and adapt to new software both in *Linux* and *Windows* operative systems.
- Competence with programming languages: *C/C++* and *Lua* and knowledge in *Java, C#, JavaScript, Python,* and *MIPS assembler*.
- Hobbyist and passionate *game developer* and programmer with diverse frameworks (*Love2d, Raylib,* amongst others) and the *Godot* engine.