

RESUME

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.