

Juan Ernesto RINAUDO

PERSONAL INFO

BIRTH DATE: March 5, 1994
ADDRESS: Superi 3583, Saavedra, Capital Federal, Argentina
MOBILE: 15 6144 6910
EMAIL: juanerinaudo@gmail.com
WEBSITE: juanrinaudo.github.io

WORK EXPERIENCE

Current | Programmer at SANTO MATE S.A
JAN 2016 | *Senior HTML5 Developer*
Development of cross browser casino games using web technologies (AngularJS, Typescript, HTML5, SCSS, Grunt, Bower and Phaser) for desktop and mobile (Android, IOS, WP).

EDUCATION

2012-2016. **University of Buenos Aires**
MSC. IN COMPUTER SCIENCE
Courses taken:
Calculus, Algebra, Algorithms and Data structures I
Algorithms and Data structures II
Computer Organization I, Computer Organization II, Introduction to FPGA

2008-2012 **E.E.T N5 "2 de Abril"**
speciality ELECTROMECHANICS

1997-2008 **Nuevo Colegio Burzaco**

INDEPENDENT DEVELOPMENTS

APOCARLIPSIS **Windows / Unity / Global Game Jam 2017**
<https://goo.gl/MJnxdy>
AVOIDER **Web / Haxe/Kha/KGE / GBJAM5**
<https://goo.gl/FVdT4Y>
SPACE WARRIOR **Web / Haxe/Kha / Ludum Dare 34**
goo.gl/93WvHo
CONVERGE **Unity / Web / Android (Play Store)**
goo.gl/m7c5Rw
MORE GAMES AT: **Website**
<http://juanrinaudo.github.io/games/>

LANGUAGES

SPANISH: Native
ENGLISH: Proficient

TECHNICAL KNOWLEDGE

Basic: HTML, CSS, BASH, GC/SHADERLAB
Intermediate: \LaTeX , C/C++, C#, PYTHON, AS3, LINUX
Advanced: JAVASCRIPT, TYPESCRIPT, HAXE, KHA, UNITY, FLIXEL/HAXEFLIXEL

INTERESTS

Technology, Game Development, Open-Source, Cross-platform Programming Languages
Shaders, Custom Tools, Walking, Cooking, Videogames.