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Luca Muiño

Video game and Web Developer

Dedicated to creating impactful applications that contribute to society. Thoroughly enjoy crafting engaging and entertaining products within the realm of the video game industry.

Projects:

“¿Qué Hay Hoy?” – Fullstack Developer

- Ensured a high-quality user experience through meticulous attention to detail, considering factors of optimization and performance.
- Technologies used: HTML, CSS, Bootstrap, JavaScript, PHP, MySQL.

“Bestia en Escape” – Video game Developer

- Created a fast-paced and dynamic game with a primary emphasis on maximizing fun.
- Technologies used: C#, Unity, Aseprite.

Certificates and Awards:

- Cambridge English C2 Proficiency (December, 2023)
- 1st place, Ceibal Olympiad in Robotics, Programming and Video games (November, 2023)
- Special Mention for “Team Spirit”, Ceibal Olympiad in Robotics, Programming and Video games (November, 2022)

Skills:

- Fast Learner
- Collaborative
- Outcome Focused
- Attention to detail
- Bilingual
- Problem solving
- Active listening
- Enthusiastic
- HTML
- CSS
- JavaScript
- Bootstrap
- PHP
- MySQL
- C#
- Unity
- Blender

Education

- **Juan Zorrilla de San Martín, Montevideo (2021-2023)**
Graduated with Special Recognition for my participation and achievements at the Ceibal Olympiad in Robotics, Programming and Video games (2023)

Languages: Spanish – Native, English – Advanced (CEFR Level: C2)