

Arnaud Castellanos Galea

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Professional Profile

It's my passion developing software, I see it as a kind of art, I especially enjoy projects that represent intellectual challenges and with interesting and original ideas. I specialize in Web, Frontend and Linux programming, with experience in graphical interfaces, procedural generation, audio synthesis, videogames and with interest in artificial intelligence. I'm bilingual, and enthusiast for learning new technologies.

Technologies

Languages	Frameworks	Technologies	Libraries	Tools
Rust, Javascript, Nim, Ruby, Java, Scala, Python, Bash, C, C++, Lua, Haskell, C#, PHP.	JQuery, Ruby on Rails, Laravel, Java Framework, AngularJS.	Unity 3D, HTML5, MySQL, PostgreSQL, SQLite, NodeJS, Apache, MinGW.	Three JS, JmonkeyEngine, Steinberg VST, Java Swing, Marzipano, OpenLayers, FastParse, GTK+.	Git, Github, Bitbucket, Eclipse, Netbeans, CodeBlocks, Sublime Text. Asana, Trello

Languages: Spanish, native – English, advanced

Professional Experience

Tusotec: (2015 – Present, Senior Developer) Company specialized in the design and development of web sites and applications

- Created a custom inventory and financial managing system for managing using Laravel
- Developed technology for immersive 3D environments in the browser with Three JS
- Created the admin interface of a 360° virtual tour system

Nova: (2014 – 2016, Junior Developer) Technology consultant and developer of software systems for state companies (PDVSA and public entities)

- Development in Ruby on Rails of various modules of an Autogas control system
- Added browser maps for a web app using OpenLayers
- Prototyped a withholding tax system
- Implemented a gantt viewer and added a Microsoft Office Project compatibility layer to a project management system

Technical Experience

- Videogame prototypes using Unity 3D
- 3D development using JMonkeyEngine and Three JS
- Procedural generation in Rust and Java, using generation algorithms like Perlin Noise, and surface extraction algorithms like Marching Cubes and Surface Nets.
- Created a C based programming language in Scala and later in itself
- Lua compiler made in Lua
- Realtime audio synthesis using Rust and the Steinberg VST API
- Web interface development using HTML5 and 2D and 3D technologies
- Binary data transmission and storage format design
- Experience in Agile Development with the SCRUM methodology

Education

- Cursing 3rd semester in Software Engineering in UNET, although i'm self-learned and capable of reaching the require level by myself
- Curses on Web development with Javascript, Jquery and Angular JS
- Curses on Web development with PHP and Laravel
- Curses on application development with JAVA
- I study independently in various branches of computer science, especially on programming, as that's my passion
- Practitioner in Neurolinguistic Programming

Others

- Composer and Musical Producer, mainly using FL Studio
- Guitar and Keyboard player
- Drawing artist, 3D modeler using Blender and 3Ds Max
- Reader and cinephile

According to tests carried out by the Orbita CI-130 program, promoted by the IVIC (Venezuelan Institute of Scientific Investigations), I possess an IQ of 135, located in the Intellectual Giftedness range.