NICOLÁS JOSÉ VINACUR

CURRICULUM VITAE

Argentine. 38 years old.
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Education

Universidad de Buenos Aires. Facultad de Ciencias Exactas y Naturales.
Licenciado en Ciencias de la Computación (similar to M. Sc. in Computer Sciences, in process).

2012 **Universidad de Buenos Aires. Facultad de Ciencias Exactas y Naturales.**
Analista Universitario en Computación (similar to B. Sc. in Computer Sciences).

2000 Escuela Técnica ORT Nro 2. Computer technician.

Professional Background

December 2019 – Present **Pinterest** Full Stack Engineer. Working on image and video validation tools using ReactJS and Python as a contractor through **BairesDev.**

March 2018 – November 2019 Kneron, Senior Embedded Software Engineer in Shenzhen, China. Working with Python, C, C++ and OpenCV.

August 2016 – March 2018 Dorabot, Robotics Software Engineer in Shenzhen, China. Working with Python and C++. Using ROS framework.

October 2015 – July 2016 **DirecTV** Set Top Box Java and C++ Programmer. Working with embedded software for DirecTV Platform as a contractor through **Globant**. Worked programming an automation Java project that ran tests on Set Top Boxes with image processing using Java's AWT and TestNG. Programmed flash memory for Set Top Boxes to connect to satellites and display movies. Learning journey to Los Angeles, California HQ

learning the production framework.

April 2015 - September 2015 Game programmer for **Electronic Arts** as a contractor through **Globant** programming PS4 and Xbox games.

- Worked on UFC2 title for PS4.
- Programmed UIs using LUA, ActionScript and C++.

2014 - February 2015 Python programmer at **Jampp Mobile Marketing** developing RTB system.

- Integrated real time bidding system with third party data providers.
- Worked in a large web server environment optimizing performance in Python.

2014 Programmed game Scalpel (this is a personal project) for Android in Unity.

- Work in progress, in a prototype stage.
- Involves libraries for payment and social networks with Unity.

2013 **Game Programmer** at **Gameloft** in Auckland, New Zealand. Worked in a Pastry Paradise and **My Little Pony**.

- Worked in C++ and ActionScript for iOS.
- Worked in new updates mainly in interface.

2012 **Business Inteligence Manager** at **descuentocity.com**. I have created the software for the a/b analysis for the company and a recommendation engine using the SVD algorithm to find the best offers for the users.

- State of the art algorithm research in artificial intelligence.
- Applied succesfully to enhance the company's main email sending algorithm.

2007-2011 **CTO** at **MetroGames** (company invested by **Playdom**, who was later bought by **Disney**) supervising programming of 24 multiplayer real time games (www.openclub.com).

- 16 Facebook social games and 2 iOS games with up to 35 people in charge.
- Supervised complete development team on Plock World for Facebook.
- Personally developed 3 games and management tools.

2006 Development of casual game Pet Set and a casual company **Emindcipators.**

2005-2006 Freelance developer for Phelios website and others.

- Development of **MadRat Engine 3D**. Engine based on OpenGL for PC and Mac (lone programmer). Small engine created to make technology demos featuring shaders and normal mapping.
- Kickin Soccer, shareware videogame for PC and Mac using Visual Studio C++ (lone programmer), with UDP multiplayer using RakNetlibrary available for **Phelios** (customer from France)

- Antigen, freeware videogame for PC and Mac, available at using Visual Studio C++.

- Smack Solitaire, shareware videogame for PC and Mac with 30 cards solitaires, using Visual Studio C++.

2002-2004 **Lead Game Programmer Sabarasa Entertainment**

- Magic Card Combos, videogame for PC, using Visual Studio C++ ().
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- Mazes of Fate.RPG videogame for GameBoy Advance, with gcc compiler for ARM processor, and level editor in Visual C# published by Graffitti Entertainment.

- FPS technological demo using the LithTech Jupiter Engine, with source code from No One Lives Forever 2, to deliver to a customer from Portugal (Sabarasa Entertainment).

- Chess videogame "Avery Cardoza's Chess" to deliver to the american company "Cardoza Entertainment", using Visual C++ 6.0, DirectX 8 and additionals tools in Visual Basic 6 (Sabarasa Entertainment).

2001 Programmer at Sofos S. R. L. where I worked in the following projects:

- Previsional follow up system, joint project with Watson Wyatt for Consolidar AFJP in Visual Basic.
- Currency exhibition system for Velox Bank using Visual Basic, C, and script programming in Xenix.

Awards

- **Honorific mention** in the **Iberoamerican Informatic Contest by courier** (1998), handed in by the **National President** at that moment.

- **First place** in the **National Informatic Olympics** (1998).

- **Second place** in the **Metropolitan Informatic Olympics** (1998).

- **Third place** in the **Metropolitan Informatic Olympics** (1999).

Lectures

2006 **3D from scratch**. Exposición de Videojuegos Argentinos (EVA). Explaining 3D techniques as polygon rasterization, gouraud shading, 3D lighting, texture mapping, Z buffer, backface culling, 3D projection, and others starting from putpixel.

Publications

2005 Synchronizing walking animations, at
http://www.gamedev.net/reference/articles/article2223.asp

1999 Watt, Alan and Fabio Policarpo: 3D Games, Real-time Rendering and Software Technology volume 2; Addison-Wesley. Firefly plugin for Fly3D engine.

Computing Skills

Programming languages

- C/C++
- Visual C#
- Python
- Java
- Assembler
- JavaScript
- Smalltalk

Libraries

- Knowledge of Win32 API and low level Windows programming
- Knowledge of Linux API
- OpenGL
- DirectX (DirectDraw, Direct3D and DirectPlay)
- GameBoy advance low level.
- Cocos2D
- Appcelerator Mobile API (development for iOS, HTML5 and Android)
- Log4j
- Maven
- TestNG
- ReactJS
- Tornado
- Twisted Matrix
- ROS
- ReactJS
- Unity

Languages

Spanish: Native
English: Bilingual level
French: Advanced level
Mandarin Chinese: HSK 4 (汉语水平考试 4)

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