



**Lucas Agudiez**  
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My dream is to contribute and engage passionately in projects. I will invest all my time and effort, providing initiative and skills to solve challenging problems.

## Work Experience

### Electronic Arts – Globant (2013)

SSr UX Developer at “Fifa World”, the social multiplayer soccer videogame.

Building the user interface in AS3, Lua and C++, using an MVVM architectural pattern. <https://www.easportsfifaworld.com/>

### LHYMO – Media Labs (2011)

Creation of Augmented Reality Viewer Software in C++ using OpenGL and Artoolkit library.

Tools for augmented reality content generation were made in C#. Video: <http://is.gd/lhymovideo>

### entreprenX (2013)

HTML5 Developer in a team for the web startup entreprenX. A social network for student entrepreneurs to make their teams and find investors. <http://entreprenx.com>

### Bizoogo (2012)

HTML5 Developer for the UK-based web startup Bizoogo. Developed the website <http://bizoogo.com> using HTML5, CSS3 and JavaScript (jQuery).

### SI Buenos Aires – Spanish Institute (2008)

Creation of a website (<http://sibuenosaires.com.ar>), working in a multidisciplinary team, using Flash, PHP and HTML.

## Languages

**Spanish** - Native speaker.

**English** - Advanced level (CAE Exam and TOEFL Exam score: 109 of 120). [Exchange student in 2010 for two months in a public school: Rocky Mountain High school in Fort Collins, Colorado, USA]

**German** - Intermediate level [Exchange student in 2009 for one month in a public high school in Freiburg, Germany]

## Formal Studies

**Stanford** University (Currently) – Computer Science - Degree in Progress

**MIT** University **6.002x Circuits and Electronics** online course (2012)  
 Analog and Digital Circuits involving capacitors, inductors, filters, op-amps and MOSFETs.  
 Received an “A” grade and **100% score**.  
 Certificate: <http://is.gd/mitcert> - Verification Page: <http://is.gd/mitverify>  
 Transcript: <http://is.gd/transcriptmit>

**ITBA** University (Buenos Aires Institute of Technology) Admissions Course (2012)  
 Received **full merit-based scholarship**.

**Harvard** University **HSL1x Copyright** online course (2013)  
 Law and policy of copyright.

**ORT** Technical High School (2007 – 2011)  
 Information Technology Orientation.  
 Graduated With **Honors**.  
 Average **score: 91.4%**

## Personal Projects

### Milk & Cookies Meeting Videogame

Live action third-person multiplayer facebook 3D game.

Created in Unity3D in C#, using Blender, 3Ds Max and Sketchup.

Video: <http://is.gd/cookiesvideo>

### AIRHAND

Computer-Human interface using image segmentation algorithms for Hand Tracking and 3D objects manipulation.

Website: <http://airhand.com.ar>  
 Concept Video: <http://is.gd/conceptairhand>

### Bounce It All

Software that makes desktop icons and windows bounce all over the screen, allowing the user to interact with them and play games like Pong using windows as paddles and icons as balls, or to use as a screensaver.

Developed in C++, using the win32 API.  
 Video: <http://is.gd/bouncevideo>  
 Download: <http://is.gd/downloadbounce>

## Competitions and Olympiads

International Informatics	Argentine Olympiad in Informatics	Math Olympiad
<b>Silver</b> Medal in the Ibero-american Olympiad in Informatics (CIIC). (2012)	<b>Gold</b> Medal in Argentine Olympiad in Informatics. (2011)	Participation in the final round for Argentine Mathematics Olympiads (OMA). (2009)
Participation in the <b>International Olympiad in Informatics</b> in <b>Sirmione, Italy</b> . (2012)	<b>Bronze</b> Medal in Argentine Olympiad in Informatics. (2010)	<b>Silver</b> Medal in Computing and Mathematics Olympiad (OMA CyM). (2009)
Participation in the <b>International Olympiad in Informatics</b> in <b>Pattaya, Thailand</b> . (2011)	<b>Bronze</b> Medal in Argentine Olympiad in Informatics. (2009)	
	<b>Gold</b> Medal in Argentine Olympiad in Informatics. (2008)	

## Informatics Knowledge

### Languages:

JavaScript, html, css (7 years)  
 C# .NET (6 years)  
 C/C++ (5 years)  
 Actionscript 2 and 3 (4 years)  
 GPU Shaders Cg / HLSL (2 years)

### Others:

Unity 3D (4 years)  
 Flash (2 years)  
 DirectX and OpenGL (1 year)  
 Visual Studio, XNA, Fireworks, GIMP, After Effects, Dreamweaver

### 3D CG Software:

Blender (4 years)  
 Autodesk 3D Max (1 year)  
 Google Sketchup (1 year)  
 Rhinoceros (2 years)

### Music Software:

Ableton Live - FL Studio – Sonar – Reason

## Exhibitions

Videogame "**Milk & Cookies Meeting**" exhibition at **EVA 2011** (Argentine Videogame Show, like GDC). (2011)

"**Airhand**" software and "**Milk & Cookies Meeting**" videogame exhibition at **TIC Experience**. (2011)

"**Airhand**" software exhibition at:

- **Tecnopolis**, the biggest technology show in the country, for the "**Innovar 2011**" contest under "**innovative concept**" category.
- **Conexa Fest**, an interactive art workshop.
- Germany-Argentina Chamber of Commerce technology contest.

Exhibition at "**San Luis Digital**" with **Airhand** (Magic glove). (2010)

Airhand: <http://airhand.com.ar>

Milk & Cookies Meeting: <http://is.gd/cookiesvideo>

## Hobbies

Playing musical instruments: Piano, Drums, Guitar, Singing

Electronics and Robotics (arduino projects)

Magic Tricks (attended "Adrián Guerra" magic school)