

Leandro Serrano

C++ / Python Developer | UTN Student

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Professional Profile

Computer Programming student at UTN (Universidad Tecnológica Nacional) with a solid foundation in logic, Object-Oriented Programming (OOP), and data structures. Passionate about software development in C++ and Python, with strong self-teaching ability and a continuous learning mindset. Looking for an opportunity to grow within an experienced development team, bringing commitment, technical curiosity, and dedication.

Technical Skills

- **Programming Languages:** C++ (Intermediate/Advanced), Python, SQL, JavaScript, HTML, CSS
- **C++ & Game Dev:** SFML, STL (Standard Template Library), Smart Pointers, Memory Management, Design Patterns (Singleton, Factory)
- **Data & Backend:** Pandas, Matplotlib, Scikit-learn, Flask (basic)
- **Tools & Methodologies:** Git, GitHub, Jira, VS Code, Codeblocks, Power BI (DAX, data modeling), Agile Methodologies
- **Languages:** Spanish (Native), English (B2 – Upper Intermediate)

Artificial Intelligence & Automation

- **AI Automation:** Integration of AI into development workflows: code generation, automated review, scripting, and task optimization using modern AI tools.
- **AI APIs (LLMs):** Consumption of LLM APIs (Large Language Models) to build custom tools, automations, and functional prototypes.
- **AI-Powered IDEs:** Experience with Google Antigravity (agent-first IDE built on VS Code, powered by Gemini) and GitHub Copilot in VS Code to accelerate development and boost productivity.
- **CLI & Agents:** Experience with OpenCode and AI-assisted CLI tools for automating workflows directly from the terminal.
- **Current Trends:** Active follower of the AI-for-development ecosystem: autonomous agents, RAG, new model releases, and emerging tools.

Featured Projects

ISLANDER – 2D Game Engine (C++, SFML)

- Developed a game engine implementing an efficient game loop and resource management.
- Optimized tilemap rendering and used smart pointers for safe memory management.
- Built physics and collision systems from scratch.

UTN-Pathfinder (React, JavaScript)

- Intensive development during a 72-hour Hackathon, focused on search logic and algorithms.
- Interactive visualization of pathfinding algorithms and problem-solving under pressure.

Manual Testing Project (QA)

- Designed and executed manual test cases.
- Bug reporting and software quality process documentation.

Prediction Models (Python, Data Science)

- Used Pandas and Scikit-learn for data analysis, Regression and KNN algorithms.
- Data cleaning, accuracy metric calculation, and visualization with Matplotlib.

Data Analysis – Power BI & DAX (Power BI, DAX)

- Built an interactive Power BI report with data modeling, table relationships, and DAX-calculated metrics.
- Implemented DAX measures for KPI calculation, comparisons, and trend analysis.

- Designed dynamic visualizations (charts, tables, slicers) oriented toward business decision-making.

Pomodoro Logger (React + Vite)

- Minimalist frontend web app with timer logic and a task checklist.

Education

Universidad Tecnológica Nacional (UTN) – Buenos Aires

University Technician in Programming – 2024 – Present

Training in programming logic, software architectures, and development.

Fundación Empujar – UTN Buenos Aires

Tester Master QA – 2024

Codo a Codo – Buenos Aires

Fullstack Python – 2023

Coder House Online

Data Science & Analytics – 2022 – 2023

Professional Experience

Freelance Technical Support – Tigre, Buenos Aires (2020 – Present)

- Hardware and software diagnosis and repair.
- PC assembly and resolution of critical technical failures.
- Developed troubleshooting skills and strong attention to detail.

Automotive Sales Representative – Buenos Aires (2016 – Present)

- Customer service management and negotiation.
- Sales process organization and target achievement.

Soft Skills

- **Personality:** Self-taught, growth-oriented mindset, technical curiosity.
- **Work Style:** Commitment, dedication, teamwork and organization.

Additional Information

- **Driving License:** Driver's License – Category B.1 (passenger vehicles).