Tobias Q. Moscatelli

Ingeniero Maschwitz, Buenos Aires, Argentina

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Professional Summary

Software programmer driven to constantly learn and hone new skills. Passionate for collaboration, and relishes the opportunity to create new applications and user experiences. Objective: Create and design user-interactive, high-performance, and intuitive applications.

Relevant Skills

| JavaScript / TypeScript | Kotlin / Android Studio | • HTML / CSS / SQL |
|---|---|-----------------------------------|
| React Native / | SQLite / Room / | REST APIs / |
| Angular | Supabase | GraphQL |
| Git / GitHub / | Prototyping & | User Experience |
| GitLab | wireframes in Figma | (UX) Principles |
| | Relevant Experience | |

Lightvessel

Junior – Mobile Developer

Remote (Full-Time) January 2021 - 2025

- Designed and produced primary core interfaces for mobile applications and websites.
- Participate in the development and tuning of mayor applications systems.
- Conducted discussions and meetings, playtested, analyzed user personas and system pillars, and offered suggestions on how to improve overall pipelines.
- Led the implementation of most of the art assets.

Universidad Nacional de Quilmes

Professor on Diploma in Video Game Development

Remote (Part-Time) February 2025 - present

Education

Universidad Tecnológica Nacional

2022-2024

Higher Technician in Programming, Computer programming

Object-oriented programming

C#/C++/ASP.NET

Escuela de Ciencias Informáticas

Course - Design of interactive systems from a user-centered approach

Additional

Co-Coordinate a Game Jam of two days for Sheroes in Games in partner with Image Campus Co-Coordinate a WikiThon for Sheroes in Games, partnered with Goethe-Institut

References

Laboral – Ariel Alvarez • Co-Founder/Technical Director • +34 653 231 770 • ariel@lightvessel.org