Collazo Valentino

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EXPERIENCE

LLM Integration Engineer, C# Developer, Product Owner
Attic Studios   2024-2025, Remote, USA

· *Attic Studios is a small indie game development company that leverages cutting-edge technology to create ground-breaking games within a highly creative environment.*
· Pioneered the design and integration of game systems utilizing Large Language Models (LLMs), enhancing gameplay by generating content tailored to the game's vision while ensuring correct data parsing into the game's engine.
· Collaborated in weekly sprints, contributing to bug-fixing and feature development utilizing C# and the Godot engine.
· Assumed the role of Product Owner, successfully realigning project direction to better match client vision, resulting in high client satisfaction and redefining strategic goals.

Freelance Developer & Designer
Freelancer   2023-2024, Remote

· Provided freelance development and design services for various clients, delivering projects in game development, front-end development, UI/UX design, and technology integration.
· Delivered custom prototypes for diverse clients, translating specifications into functional designs and applications, using many different technologies such as Next.js, Tailwind, Unity, Godot, Python, and Go, among others.
· Enhanced client satisfaction by consistently going the extra mile to understand their objectives, resulting in overwhelmingly positive feedback for work professionalism and dedication.
· Integrated various technologies, optimizing project workflows and ensuring deliverable alignment with professional and client standards.

Frontend Developer
Innovasoft   2022-2023, Remote, Costa Rica

· *Innovasoft offers tailored software solutions for the education sector, aimed at automating and enhancing operational efficiency.*
· Contributed to front-end interfaces for CLASS Limitless, a bilingual ERP/SIS platform, supporting the management of academic, financial, and operational data, using the tech stack of React, Material UI, .NET, and AWS Lambda.
· Worked closely with the sales team to provide quick bug-fixing during client negotiations, enchanting customer satisfaction and supporting successful sales outcomes.
· Worked within an agile team under the SCRUM framework to correctly prioritize the backlog, ensuring alignment with business goals.
· Engaged in ongoing efforts to integrate new technologies and frameworks, contributing to the efficient development and maintenance of the platform.

EDUCATION

Bachelor's Degree in Physics
Universidad Nacional de La Plata · La Plata, Argentina · 2013-2019

SKILLS, TECHNOLOGIES, LANGUAGES & INTERESTS

Skills: *Frontend Development; Backend Development; Game Development; Responsive Design; Agile Development; Test-Driven Development; UI/UX Design; Version Control; Programming Paradigms;; LLM integration*

Technologies & Frameworks: *JavaScript; TypeScript; C#; Python; Go; SQL; React; Vue.js; Tailwind; Material UI; Prisma; AWS Lambda; Godot; Unity; Notion; Figma.*

Languages: *Near-native English proficiency, Native Spanish.*

Interests: *Music (Composing and Performing), Cooking (with added professional experience), Non-software Game Design, Kung Fu-Pak Mei Practitioner.*