



Ennio Casas Puglielli

SENIOR SOFTWARE ENGINEER
C# · PYTHON · JAVA

CONTACT

- ennio.casas@gmail.com
- +34 684 101 536
- Vilafranca del Penedès, Catalonia
- linkedin.com/in/ennio-casas-puglielli
- 33% disability certificate

CORE STACK



TECHNOLOGIES

- .NET MAUI
- React
- TypeScript
- NodeJS
- Django
- Ruby on Rails
- Android
- Gemini AI
- Claude Code
- ChatGPT
- Jenkins
- Docker
- Git
- Jira
- Selenium

LANGUAGES

- | | |
|---------|-------------------------------|
| Spanish | Native |
| Catalan | Native |
| English | Full Professional Proficiency |

PROFESSIONAL PROFILE

Software Engineer with **over a decade of experience** building robust and scalable solutions. Specialized in the **C# and Python** ecosystems, with a strong background in video games and Virtual Reality (Godot, Unity). Active advocate of the strategic integration of **AI into the development workflow** and of **Spec Driven Development** as a technical design methodology. Open to part-time if the project calls for it.

Professional Experience

- Career Break — Full-Time Parental Care** 2024 — Present
Stepped back from full-time work to care for my child. Stayed technically active — keeping current with modern **C# / Unity** practices and integrating AI tooling into a personal development workflow.
- Senior Software Engineer** 2023 — 2024
Freelance (Self-Employed)
Independent development and technical consulting. Virtual Reality applications for Poker platforms. Scalable architecture with **C# / Godot**. Windows and Android applications with **.NET MAUI** and integration of Gemini and OpenAI APIs. Containerized backend REST API built with **Python / FastAPI**, PostgreSQL and Docker.
- Senior Software Engineer** 2019 — 2022
Inflight VR
Technical leadership on Virtual Reality solutions for mission-critical environments (aviation sector). Performance optimization, systems architecture and team coordination on a **C# / Unity / Python** stack.
- Unity Developer** 2017 — 2019
Inflight VR
Implementation of core features and interaction systems within the VR ecosystem using **C# and Unity**. Integration with CI/CD pipelines (Jenkins).
- VR Content Researcher & Unity Developer (Intern)** May — Aug 2017
Inflight VR
Research into new VR content technologies and development of interactive prototypes.
- Django Developer & Program Consultant** 2016 — 2017
Chimu Trading
Owner of the complete Frontend and Backend project. Integrity management of data scraped with Selenium. Stack: **Python / Django / JavaScript**.
- Web & Android Developer · Project Management** 2015 — 2016
ICC Broadcast
Design, implementation and management of R&D projects. Private streaming platforms, Android apps and web with **Ruby on Rails**. Preventive and corrective maintenance.
- Web & Android Developer** 2014
Studiogenesis
Development and maintenance of Android apps and websites with **PHP Laravel**.
- Web Developer & IT Technician** 2012 — 2014
ICE — Universitat Rovira i Virgili
Maintenance of the institutional network and website. Full restructuring of the site, backup management and internal technical support. Stack: **PHP / MySQL / Apache**.

Education

- Master's in Video Game Design and Development** 2016 — 2017
Universitat Politècnica de Catalunya
- Bachelor's in Computer Engineering** 2009 — 2014
Universitat Rovira i Virgili

Key Competencies

- Full autonomy
- Clean Architecture
- Technical leadership
- Adaptability to change
- Continuous learning
- Constructive feedback
- Self-documenting code
- Strategic AI integration
- Spec Driven Development