

# Alejandro Beacon

La Carlota, Córdoba, Argentina 

(351) 6832178 

alejandro\_beacon@hotmail.com 

[www.linkedin.com/in/alejandro-beacon](https://www.linkedin.com/in/alejandro-beacon) 

<https://github.com/Ducinaltum> 

---

## ABOUT ME

I am a senior Unity developer with experience creating games for mobile and web platforms. I've led a small team of programmers and often work as a subcontracted asset. My background in video game development and music composition allows me to blend technical and creative skills effectively.

I enjoy making music and teaching, and I am known for being proactive, reliable, and a strong communicator. I excel in both leadership and collaborative roles, always aiming to deliver high-quality work. My goal is to create unforgettable gaming experiences that captivate players worldwide.

---

## WORK EXPERIENCE

2020 - PRESENT

**Unity developer**/Pilgrims games studio, Remote

- Develop games from architecture to shipping.
- Publish to mobile stores (Android, iOS).
- Integrate 3rd party API.
- Update, optimize and make changes to existing codebase.
- Porting PC/Console games to mobile platforms.

---

## SKILLS

Unity 3D • Construct 2/3 • C# • Javascript • HTML • CSS • SQL • Python • Roblox • Playfab • Agile methodologies • SOLID principles and programming patterns • Git (Github/Bitbucket) • Plastic SCM • Unity profiling and optimization • Unity editor tools development • Shader graph • Mobile porting • Mapbox SDK • Niantic Lightship SDK • Wikitude SDK • AR Foundation (ArCore, ARKit) • Legends of learning SDK • Mobile stores publishing (Android, iOS) • Photoshop • Illustrator • Blender • Music composition using digital tools (DAW, VST)

---

## EDUCATION

**Simulaciones virtuales y videojuegos**/IES

*Virtual simulations and videogames*

2012 – 2015 – Córdoba, Córdoba, Argentina

**Redes e infraestructura**/Escuela superior El Nacional

*Networks and infrastructure*

2019 – 2022 – La Carlota, Córdoba, Argentina

**Diseño y programación de videojuegos**/UNL

*Videogames design and programming*

2024 – Ongoing - Remote - Santa Fe, Santa Fe, Argentina

---

# LANGUAGES

**Spanish** - Native proficiency

**English** - Bilingual proficiency

---

# COURSES

## Udemy

Shader Development from Scratch for Unity with Cg

SOLID principles of Object-Oriented Design and Architecture

Mathematics for Computer Games Development using Unity

A Beginner's guide to Augmented Reality with Unity

Unity Dialogue & Quests: Intermediate C#

RPG Core Combat Creator: Learn Intermediate Unity C# coding

Unity + SQL Databases Player Management Leaderboards

Master Procedural Maze & Dungeon Generation

Your ultimate guide to shader graph for beginners

The Ultimate Guide to Video Game Optimization

SQL: Database creation

Git y GitHub from zero to expert

Vue + Firebase (Updated 2020)

Unreal Engine 5 de 0 a DIOS