

Alejandro Beacon

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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)