Mariani Facundo Nicolas

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Education

UNIVERSITY STUDIES:

Degree: Technician in Design and Programming of Videogames
Institution: Universidad Nacional del Litoral
Year: 3rd Year Completed

Degree: University Programmer
Institution: Universidad Nacional de Tucumán
Year: 1st Year In-Progress

Projects

ÖGA | LAST MINUTE CREW | 2020 (MPVP2020 1ST PLACE)

· VR videogame in development, of the psychological-survival horror genre. Engine: UE4.
· Secondary programmer, in support for the lead programmer.
· First time working with the engine; learned to use blueprints, AI behaviour trees and profiling. Also, learnt about agile development methods (Scrum, User Story Mapping).

Link ÖGA

LAS MISIONES DE CARASUCIA | 3 SIMIOS JUEGAN | 2019

· Videogame from a movie made in Misiones, Argentina. 2D Platformer and Runner. Engine: Unity3D.
· Programmer and game designer.
· Learnt to work remotely.

Link itch.io

EL CAMINO DE LAS PUERTAS | FNM GAMES | 2019

· Small mobile project where the player drives a truck and must avoid obstacles. Developed at request of the 'Fundación del Bicentenario', Tucumán, Argentina. Engine: Unity3D.
· Programmer and game designer.
· Didn't have much time to work it out, the project was sudden and rushed. Learnt to work quickly and under pressure.

Link Playstore

Skills & Hobbies

SKILLS:

· English: Intermediate.
· Japanese: Basic.
· Languages: AS3, C++, C#, Python.
· Engines: HaxeFlixel, Unity3D, Unreal Engine 4, Godot.

HOBBIES:

· New technologies, hardware and computing in general.
· Programming, specifically Artificial Intelligence.
· Videogames, programming as well as playing.