



Julian Tejo

Game Developer



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CABA



<https://julianlanty.itch.io>



<https://github.com/Fadoralanty>

Experience

- **2011.** Alongside a group of students, We built a robot that finds colored spots in a grid and draws a path through every spot using a ink marker. I was in charge of building the physical Robot (Electronics and mechanics). We then showed off our robot in the UTN Technological National University Robot Fair (Universidad tecnologica nacional) .
- **2022.** I Participated in the GMTK 2022 game jam where I build and organized a team of 3 people and we made a game in 48 hours. This is our entry: <https://julianlanty.itch.io/jack-dice>. I made all the art and the majority of the code

Education

2017 – Present. Bachelors degree

- Game development. UADE 16/21 courses passed
- 2015 – 2018 Bachelors degree**
- Computer Engineering. (I quit by 2018) UADE. 12/50 Courses Passed
- 2009 – 2014 HighSchool**

- Computer Oriented Learning. Instituto Griego Atenágoras I

Certificados

- Word Advanced. UTN (Universidad Tecnológica Nacional)
- Excel Basic. UTN
- Visual Basic .Net Basic. UTN
- Flash / Animate Basic. UTN
- Robótica Basic. UTN

Idiomas

- Native Spanish
- Advanced English. Cambridge CAE Certificate in Advanced English

TOOLS

Unity/C# Programming.

Base C, C++ & C# Programming.

Source control Git/GitHub & GitExtensions.

3D modeling in blender and 3dsMax (Edit Poly)

Adobe Photoshop, Illustrator, Flash/Animate

Courses

Digital Illustration Escuela Da Vinci