HI I'm Gonzalo Daniel Linares

Unity developer & VR Developer

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Work Experience

Global Training Technology (Remote)

Unity Developer(Jul 2022- Present)

Designed and developed simulations, systems, events, animations, servers and textures using technologies such as Photon Network and LinQ

Successfully delivered 5 projects to our clients, all of which received high satisfaction

Global Training Technology (Remote)

Unity VR Developer (Jul 2022 - Present)

I designed and developed simulation in virtual reality(VR) environment, ranging from the basic structure to complex mechanical events.

I modeled specific challenges from the oil drilling field, allowing users to experience realistic situations and enhance their skills in a safe and controlled virtual environment.

Carmile.us(Remote)

Unity Mobile Developer(Nov 2022 - Feb 2023)

I led the comprehensive creation of scenarios and the development of the operation of a quarter-mile race.

I designed and implemented dedicated screens for each sector of the project, including a management system in a virtual garage.

FORMATION

Escuela Multimedia Da Vinci, Argentina

2019 - Present

Designer and Programmer of Virtual Simulators

CODERHOUSE, (Remote)

2023-2024

Web Development

Skills

Git/Github/Gitlab - Jira - Game Design - Level Design - AutoDesk Package - Scrum - Substance Painter - Maya

PROJECTS

Dummy's For Dummies:

https://drive.google.com/file/d/13py VRl7Spa_4Eu75dl6mL2_ChGseUWB Y/view?usp=sharing

Something's Watching

https://drive.google.com/file/d/1DM yliGegwFGA6sNl6Eg5A1QMrh59WEy o/view?usp=sharing

Core Of The Code

https://drive.google.com/file/d/13vjc <u>U_MiEEHsecTakhvKT0aW1aYbK2M</u> <u>9/view?usp=sharing</u>

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LANGUAGES

English (B1)

Spanish(Native)