



Maximiliano Garcia

Unity Junior Developer

My passion for cinema, image, and video games since childhood led me to pursue a career in game programming, allowing me to become part of what I've always loved. I consider myself as a dynamic and responsible individual with strong self-management abilities and excellent soft skills. I can quickly adapt any environment, continuously learning and applying my creativity. In my spare time, I enjoy developing personal projects in Unity, watching films and play videogames.



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Córdoba, Argentina



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github.com/Maxomiliano

SKILLS

Agile

Unity

GitHub/BitBucket/PlasticSCM

KanbanBoards (Jira, H&P, Trello)

UIToolkit

Figma

LANGUAGES

English

Professional Working Proficiency

INTERESTS

Cinema

Music

Photography

WORK EXPERIENCE

Programmer

Pilgrims Game Studio

12/2022 - Present

Remote

Achievements/Tasks

- Porting PC/Console game to Mobile (Android and iOS)
- Codebase maintenance and improvement for Mobile and Online game.
- API integration (Legends of Learning, IronSource)
- Programmer in Educational games for Legends of Learning
- Developing studio project (currently under NDA)

Programmer

CHOZA

2021

Remote

Game-Musical Album with "Chose your adventure" format based in namesake album of cordobesian author Andrés Muratore.

Achievements/Tasks

- Touch inputs
- Camera systems with Cinemachine

PERSONAL PROJECTS

Pong

- I made a Pong with all I have learned <https://github.com/Maxomiliano/Pong>

EDUCATION

Programming

Tecnicatura en Diseño y Programación de Videojuegos

03/2024 - Present

Universidad Nacional del Litoral -
Facultad de Ingeniería y Ciencias
Hídricas

Film

Tecnicatura en Producción en Medios Audiovisuales

03/2016 - 03/2019

Universidad Nacional de Córdoba -
Facultad de Artes

UDEMY COURSES

Complete C# Unity Game Developer 3D

Complete C# Unity Game Developer 2D

Your Ultimate Guide to Shader Graph for Beginners

The Ultimate Guide to Video Game Optimisation