Maximiliano Garcia

Unity Junior Developer

I am a dynamic and responsible individual with strong self-management abilities and excellent soft skills. I can thrive and learn in any environment. In my spare time, I enjoy developing classic games in Unity.

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📍 Córdoba, Argentina

in linkedin.com/in/maxomiliano-garcia

○ 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

Title/Position
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

Title/Position
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

Study Program
Tecnicatura en Diseño y Programación de Videojuegos

03/2024 - Present   *Universidad Nacional del Litoral - Facultad de Ingeniería y Ciencias Hídricas*

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