Maximiliano Garcia

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With more than 2 years of experience in the industry, 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 responsible individual with strong self-management abilities and excellent soft skills. I can quickly adapt to any environment, continuously learning and applying my creativity. In my spare time, I enjoy developing personal projects in Unity, watching films and playing video games.

WORK EXPERIENCE

CÓRDOBA, ARGENTINA
Unity Developer, December 2022 – December 2024

PILGRIMS GAME STUDIO

- Ported a PC/Console game for mobile platforms (Android and iOS), achieving full compatibility and optimization memory performance by 43%.
- Contributed to the improvement and maintenance of a mobile and online game's codebase by addressing critical bugs and refactoring, enhancing stability and performance by estimated 20%.
- Seamlessly integrated third-party APIs, including Legends of Learning and IronSource, optimizing their implementation to align with specific project requirements and enhance overall functionality and the integration of Ads in the game.
- Successfully removed the Legends of Learning API from the game I was part on in order to make them standalone and be reuploaded in other platforms. In this process also were managed to optimize textures and settings in order to make the games less than 30mb.
- Developed two engaging educational games for Legends of Learning, contributing to over 700 user ratings.
- As the sole programmer in a leadership-focused studio game, revitalized an inherited codebase by resolving over 20 critical bugs and collaborating closely with clients to meet project goals and expectations, resulting in a more robust and reliable game.
- Designed and implemented tutorial systems, applied design patterns, contributed to pre-production planning, collaborated with artists on UI widget design and supported as a secondary Game Designer for a studio project from the beginning.

CÓRDOBA, ARGENTINA
Unity Developer, March 2021 – July 2021

FREELANCE PROJECTS
CHOZA

- Developed and integrated touch input controls using Unity's Input System, enhancing player interaction on mobile platforms.
- Designed and implemented a robust camera system with Cinemachine, improving gameplay immersion and flexibility.

CUBECITY

- Identified and resolved critical bugs, ensuring a smoother gameplay experience and improving overall stability.

PONG

- Personal project. Made this from zero with all I've learned using design patterns, a queue system for the windows of the game, an implementation of a shader, Input Ststem, ID system for players and more.

EDUCATION

SANTA FE, ARGENTINA
March 2023 – Present

UNIVERSIDAD NACIONAL DEL LITORAL
Tecnicatura en Diseño y Programación de Videojuegos
- C++/Game Design/Digital Art for Videogames/Mathematics and Algorithms

CÓRDOBA, ARGENTINA
March 2015 – March 2020

UNIVERSIDAD NACIONAL DE CÓRDOBA
Tecnicatura en Producción de Medios Audiovisuales

SKILLS

- Agile.
- Unity/Unity Cloud Build
- GitHub/BitBucket/PlasticSCM.
- KanbanBoards (Jira, H&P, Trello).
- UIToolkit.
- Figma/Miro.
- SOLID/Design Patterns/Clean Code
- C# - C++
- Azure Playfab

LANGUAGES

- English - Professional Working Proficiency
- Spanish - Native Proficiency