LAUTARO SABENA

B.A. IN VIDEO GAME PRODUCTION AND DIGITAL ENTERTAINMENT

+54 351 - 2120671

sabenalautaro@gmail.com

Córdoba, Argentina

linkedin.com/in/lautarosabena/

Video Game Developer & Front-End Web Programmer with 4 years of hands-on experience in Unity and C#. Passionate about crafting immersive, interactive, and visually compelling digital experiences. Known for a proactive mindset, strong organizational skills, and the ability to thrive in collaborative, high-pressure environments. Eager to contribute to innovative projects within a fast-paced, growth-oriented setting.

EDUCATION

2019 - 2024
National University of Rafaela
Bachelor's Degree in Video Game Production and Digital Entertainment

UTN - Buenos Aires - dic 2023 - feb 2024
Advanced Unity Video Game Programming Course

Agencia de Habilidades para el Futuro - feb 2024 - ago 2024
Codo a Codo 4.0 - Front End Java

SKILLS

- Proficient in Unity and Unreal Engine development platforms
- Object-Oriented Programming (OOP), primarily in C#.
- Version control using Git, GitHub, and GitLab
- Project management tools: JIRA and Trello
- Agile methodologies: Scrum.
- Advanced English – Cambridge Level B2

PROFESSIONAL EXPERIENCE

Video Game Developer
SISMO Games, Ago 2023 - Present

Participation in a cross-platform project developed with Unity. (Link)
Development of gameplay features, mechanics, and object logic using C#.
Creation of cinematic sequences using Timeline.
Functional development of the game's UI.
Bug detection and resolution.
Teamwork under agile methodologies. Collaboration with multidisciplinary teams (art, QA, production, sound).

Software Developer
Digital Entertainment Lab - UNRaf Tec, Sep 2021 - Ago 2023

• Development of a web application for institution–doctor–patient interaction, with dedicated views for each scope of the model. Programming of body and movement capture functionalities to calculate angles and poses. Use of React and Next.js. Implementation of TensorFlow libraries.
• Development of a hyper-casual shooting game in Unity 3D, responsible for gameplay mechanics, UI, and enemy behavior.
• Development of a sports-themed runner game in Unity 3D for mobile platforms.

Junior Video Game Developer Course – Tutor
Argentina Programa 4.0, Jun 2023 - Nov 2023

Assisted students, managed forums, resolved technical issues and questions related to course content.