NELSON SCARINCI

Game Developer

Unity & C# Programmer

ABOUT ME

Game developer with more than 4 years of experience in **Unity** and **C#**.
Specialized in **gameplay programming** and **systems development**, including **networking**, **audio integration** with **FMOD**, and **console porting**.
Experience in commercial and educational projects. I also teach university courses in game programming and virtual environments.

Linkedin: https://www.linkedin.com/in/nelson-desarrollador/
Portfolio: https://nelsonska.github.io/

PROFESSIONAL EXPERIENCE

THROGS SRL 2022 - Present
Unity Developer
Cyborg Immortal - Action MMORPG (Unity - Mobile)
Lead Gameplay & Systems Programmer

- Development of core gameplay systems including **inventory**, **tutorials**, **weapons**, and **UI**
- Multiplayer implementation using **Mirror Networking**
- **FMOD** audio integration
- Backend services integration using **Unity Gaming Services**
- Development of internal **web-based tools** for **AWS game server management**

Project "FAUST" (NDA) - 2D Action Platformer (Unity - PC & Consoles)
Console PORTING

- Adaptation of the project for **PlayStation**, **Xbox**, and **Nintendo Switch**
- Implementation and adaptation of platform-specific systems: save data, trophies/achievements, PlayStation activities, DLC, etc.
- Performance and memory optimization for console hardware

Universidad Prov. de Córdoba 2025 - Present
Video Game Development Professor
- Courses taught: **Programming in Virtual Environments I & II** *(Unity & C#)*

Universidad del Cine 2025 - Present
Video Game Development Professor
- Course taught: **C# and Unity Programming**

Warobi Studios 2020 - 2022
Game & Application Developer

- Development of **web-based games** using Unity and C#
- Development of **augmented reality applications** for Android

Freelance Programmer 2020 - 2023
- Development of **games and Android applications** using Unity
- Development of **enterprise applications** for vehicle fleet management using **Android Studio**

Other Experience 2006 - 2022
- Work experience related to logistics and sales operations

SKILLS

Game Development
- Unity
- Mirror Networking
- FMOD
- Porting (PS/XBOX/Switch)
- Unreal Engine
- Android Development
- AR/VR

Programming
- C#
- Python
- Git
- AWS
- Unity Gaming Service

Languages
- **English:** Upper-intermediate / Advanced *(Professional reading and communication)*

PERSONAL INFORMATION

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Portfolio: https://nelsonska.github.io/