NICOLÁS FERRARO

- GAME DEVELOPER
- VIDEOGAMES TEACHER

PROFILE

Experienced Game Developer looking forward to growth as a professional.

CONTACT INFO:

Email:
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https://www.linkedin.com/in/nicolas-ferraro-profile/

Current Location:
Ciudad Autónoma de Buenos Aires, Argentina, Recoleta.

TECH SKILLS

- Unity
- C#
- Unreal Engine
- C/C++
- Git

SOFT SKILLS

- Sociable
- Team player
- Eager to learn
- Empathic
- Open minded
- Self driven

DEVELOPER EXPERIENCE

UNITY DEVELOPER & FRONT END
ArtPlacer. (Since June, 2022)
Responsible for 3D assets and UI implementation, realistic art galleries creation designer's team requirements, creating custom editor tools for other developers.
Tools: C#, Unity3D, GitHub, Asana, AWS, JS, CSS, HTML, Slack.

GAME DEVELOPER FULL TIME
Games Station. (From May, 2022 to Feb, 2023)
Worked as main Unity Android/IOS developer in Grow Empire: Rome.
Responsible for LiveOps content, bug fixes, technical documentation, while using Agile methodologies.
Tools: C#, Unity2D, Jira, Confluence, SourceTree, Tesflight, XCode, Slack.

GAME DEVELOPER
The Good Guys. (From March to May, 2022)
Multiplayer IOS Serious Game.
Tools: C#, Unity2D, SourceTree, Photon.

UNITY DEVELOPER
Proyecciones Digitales S.A. (From May, 2021 to February, 2022)
Developed various mini-games for the Leguizamón History Museum.
Coordinated scope and requirements with the client for one year.
Tools: C#, Unity2D, GitLab.

TEACHING EXPERIENCE

UADE (From February to August, 2022)
Supported students as an assistant professor in the Introduction to C++ assignment. Students were tasked with developing a PONG game using C++ with SDL.

INSTITUTO DA VINCI (May, 2021 to December, 2022)
Instructor for the following two courses:
Introduction to programming: I guided the students during their first encounter with UnityEngine and programming.
2D Programming: I instructed students in the field of 2D game development using Unity and provided guidance to enable them to complete projects during the duration of this course.

EDUCATION

INSTITUTO DA VINCI
Graduated as a Designer and Programmer of Virtual Simulators(2021).
NUESTRA SEÑORA DE LA MISERICORDIA
Bachelor's Degree in Social Ciencies(2014).