

Santiago Fisela

Core Programmer

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EXPERIENCE

Paliverse Apps, Remote: *Core & Logic developer*

April 2024 -February 2025.

- Developed and integrated Steam platform features (achievements and workshop).
- Led UI component development and backend system architecture, ensuring robust functionality.
- Enhanced and maintained legacy codebase while introducing new features to improve user experience.

F.a.R. Team, Argentina: *Lead Programmer*

October 2022 - PRESENT

- Lead a team of 3 developers in the creation of a Unity-powered 3D resource management game.
- Responsible for overall game design, coding, and implementation of core game systems.

F.a.R. Team, Argentina: *Lead Programmer*

September 15th, 2023 - September 25th, 2023.

- Lead programmer in a team of 3, we released a game called [Room Makers](#), that came out 67th, out of 403 entries.
- Currently developing a mobile-focused final version of the game.

FORMATION

National University of Quilmes, Quilmes: Degree in computer science.

2022 - PRESENT

English School, Lanús: *B2+*

2007-2021

PROJECTS

DSX: *Software for DualSense, DualSense Edge, and DualShock 4 Controllers*

As a Developer at Paliverse Apps, my responsibilities included integrating Steam platform features (achievements and workshop), developing user interface components, and building robust backend systems. Successfully managed and enhanced legacy codebase while delivering new functionality to improve user experience.

KTA: *Procedurally generated 3D-arcade game.*

Independently developed and successfully published mobile game on the Google Play Store, featuring dynamic procedural content generation. Currently spearheading a comprehensive remake with enhanced gameplay mechanics and expanded feature set to deliver a more engaging user experience.

Codename Farmoxel: *Unity-powered 3D resource management game.*

Leading the development of a sophisticated resource management simulation, leveraging Unity's 3D capabilities. This collaborative project has been instrumental in developing project management expertise and team leadership skills while maintaining technical oversight of core systems.

Room Makers: *Unity-powered 3D Room Building Game*

Led a team of 3 to release a game that ranked 67th in a game jam. Currently working on a finished, mobile-focused version.

SKILLS

- Team Leadership
- Project Management
- Problem Solving
- Quick Learning

Game Development

- Procedural Generation
- Resource Management Systems
- Mobile Game Development

Technical

- Full Stack Development
- Version Control (Git)
- Cross-platform Development
- System Architecture

TECHNICAL SKILLS

Game Development

- Unity Engine
- Unreal Engine
- C#

Web Development

- HTML
- CSS/SASS
- JavaScript

Other Technologies

- Node.js
- Discord.js
- .NET/WPF

LANGUAGES

- Spanish: Native.
- English: B2+

LinkBush: "Linktree" remake.

Developed and deployed a modern link management solution hosted on GitHub Pages, utilizing HTML5, CSS3/SASS, and JavaScript. This custom implementation features responsive design and seamless integration with my domain infrastructure at justneki.com.

Misc Web Projects: "Linktree" remake.

I developed and currently maintain a diverse portfolio of web applications, including an educational IDE for UNQ's programming, advanced computational tools (truth table generator, multi-base calculator), interactive multiplayer games, and utility applications. These projects demonstrate proficiency in full-stack development and algorithm implementation.