Augusto Micheli Debard

Unity Developer

EXPERIENCE

Unity Developer

Spiele-Palast GmbH

May 2022- Present - Berlin, Germany

- Worked on porting previously released card games from Haxe to Unity

Unity Developer

Games Station Studio

September 2021- April 2022 - Argentina

- Worked on the release of Heroes of Valhalla.
- Unity game client development, .NET backend server maintenance.
- Production server deployment on AWS and maintenance.
- Medium-sized team, Scrum, Jira.

Unity Developer

IKA Platform

April 2021 - September 2021 - Argentina

- Responsible for specifying and delegating tasks to another Unity Developer.
- 3D Visualization and navigation of node based data structures
- Backend API wrapping and integration

Unity Developer

Upwork

September 2020 - April 2021 - Argentina

Contract-based freelance work on the Upwork platform as a game developer.

EDUCATION

Unity Junior Programmer

Unity Technologies

2021

Computer Science Bachelor Degree (Incomplete)

Universidad Nacional de Cordoba

2018 - First Year Approved

Professional Unity Developer with experience both as an indie dev and in the games industry. Self-taught, constantly learning new things, and really passionate about game development.

Currently based in **Berlin, Germany**, open to relocation inside the **EU**.

Contact

amichelidebard@gmail.com

LinkedIn

GitHub

Portfolio

Industry Knowledge

Game Programming

Editor Scripting/Tooling

Game Design

Agile, Scrum, Jira

Relational Databases (SQL)

AWS (RDS, S3, EC2, EBS)

Backend Development

Game Build and Publishing

Tools & Technologies

C#, Unity, Git, REST, .NET Core, MySQL, MSSQL, PostgreSQL. Entity Framework, ASP.NET, Firebase, Unity Gaming Services, Google Suite SDKs

Languages

Spanish (Native)

English (Professional Level)

German (Elementary)