

# Máximo Brunetti

Video Game Developer

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## PROFESSIONAL PROFILE

Video game developer with a strong command of **Unity** and **C#**, specializing in programming *gameplay* mechanics and creating fluid player experiences. Experienced with the **Unreal Engine** environment, with a focus on animation optimization and engine workflows.

## TECHNICAL SKILLS

- **Programming Languages:** C# (Advanced)
- **Game Engines:** Unity (Advanced), Unreal Engine (Experience with engine tools)
- **Development Tools:** GIT, Blender, Profiler
- **Areas of Expertise:** Mobile development, Animations, Debugging, Combat logic, and Optimization.

## FEATURED PROJECTS

### Tightrope Walker

- **Description:** A solo mobile game developed and published on the Google Play Store in August 2025.
- **Technologies:** Unity 6, C#, and Blender.
- **Role:** Lead Developer.
- **Achievements:** Designed and programmed all core *gameplay* mechanics independently, including character movement, the scoring system, and procedural level generation. Managed the complete game development cycle, from initial concept to final publication.
- **Link:** <https://play.google.com/store/apps/details?id=com.tuximo.tightropewalker>

## **PROFESSIONAL EXPERIENCE**

### **ABI RACHED - THE LEGEND OF THE KITSUNE - Volunteer Contributor (July 2024 - August 2025)**

- Implemented key combat mechanics for the project, ensuring a fluid and responsive player experience.
- Worked alongside an extensive team of more than 20 people.
- Managed the implementation of the entire graphical user interface system, collaborating with UX designers.

### **XOWEN STUDIOS - On-site Internship (July 2025 - September 2025)**

- Debugged and optimized animations captured with Rokoko software, fixing bugs and glitches to improve fluidity and performance in Unreal Engine 5.

## **EDUCATION**

### **UNIVERSIDAD DE MENDOZA - Technician in Video Game Development (March 2020 - March 2023)**

<https://um.edu.ar/carreras/tecnicatura-en-desarrollo-de-videojuegos/>