



Curriculum vitae

Personal details

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Profile

I am a Junior student in Game Development (Da Vinci School) from Argentina, currently in my final term. I specialize in programming, with expertise in design patterns, complex systems, multiplayer integration, virtual reality, gameplay mechanics, as well as front-end and back-end development. During my studies I acquired knowledge in the different disciplines involved in game creation such as animation, game design, technical art, 3D modeling, UI, Sound design and sculpting.

Work experience

Apr 2023 - Jul 2024

3D Generalist / Programmer
Diarc Studio, Argentina

- I was in charge of programming and optimizing an Unreal Engine ArchViz project where you could switch between First person, Third person and Drone Perspective.
- Modelling and texturing of 3D Environments, Props.
- Development of C# and optimization for VR Unity project.
- Development of UI and gameplay mechanics through blueprints in Unreal Engine.
- Produced promotional videos showing those projects.

Jan 2021 - Jun 2021

3D Modeler for 3D Printer
Freelance, Buenos Aires

- Produced 3D models optimized for printing in PLA
- Sold them in MercadoLibre

Education

Mar 2022 - Nov 2024

Designer and Programmer of Virtual Simulators
Da Vinci School, Buenos Aires

Tertiary school of video game design and production, from the fundamentals to the development of a complete game for commercial release. Topics learned: Unity, Unreal Engine, C#, Design Patterns, Data Structures, Shaders, 3D Modeling, Optimization, Animation, Sound Design, Game Design, etc.

Languages

Spanish	<div><div></div><div></div><div></div><div></div><div></div></div>
English	<div><div></div><div></div><div></div><div></div><div></div></div>

Skills

Unity C#	<div><div></div><div></div><div></div><div></div><div></div></div>
Unreal Engine Blueprints	<div><div></div><div></div><div></div><div></div><div></div></div>
Roblox Luau	<div><div></div><div></div><div></div><div></div><div></div></div>
Autodesk Maya	<div><div></div><div></div><div></div><div></div><div></div></div>
Substance Painter	<div><div></div><div></div><div></div><div></div><div></div></div>
Blender	<div><div></div><div></div><div></div><div></div><div></div></div>
Adobe Photoshop	<div><div></div><div></div><div></div><div></div><div></div></div>
Adobe Premiere	<div><div></div><div></div><div></div><div></div><div></div></div>