

Nicolás Daniele

Game Developer



Córdoba, Argentina



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About me

Self-taught programmer looking to learn and contribute to the growth of video game industry. Goal and learning oriented.

Education

- Virtual Simulations and Video Games Technical IES, Córdoba (2015 - 2017)
- Video Games Development Course E-Learning Total digital platform (2020 - 2021)
- C++ Programming for Video Games Course Image Campus digital platform (2022)
- Master in Video Games Programming Universidad Tech digital platform (2023 - present)

Work Experience

- Game Programming Teacher at Funiversity (2022)
- Freelancer Unity Developer at Runatics (2022 - present)
- Unreal Engine Programmer at Ravegan (2022 - 2024)

Skills

- C# ★★★★★
- Unity ★★★★★
- C++ ★★★★★
- Unreal Engine 4/5 ★★★★★
- POO ★★★★★
- Git ★★★★★
- HTML/CSS/JavaScript ★★☆☆☆
- Java ★★★★★
- SQL ★★★★★

Soft Skills:

- Problem solving
- Teamwork
- Responsibility
- Communication

Languages

- Spanish - Native
- English – Advanced

Portfolio

<https://nicolasdaniele.github.io/Portfolio/>