

GERMAN FICA

GAME DEVELOPER

CONTACT INFORMATION

 Neuquén, Argentina

 LinkedIn: @germanfica

LANGUAGES

- Spanish (Native)
- English (UK, B2 – Upper Intermediate)

EDUCATION BACKGROUND

A.M.E.N Colegio Bautista Nivel Medio

- Secondary education: Bachiller with Orientation in Computer Science, in the educational establishment A.M.E.N Colegio Bautista Nivel Medio, date of graduation 26th FEBRUARY 2016.

LATEST PERSONAL EXPERIENCE

Unity Developer

DEVELOPMENT OF VIRTUAL REALITY APPLICATIONS WITH UNITY 3D. FACULTY OF COMPUTER SCIENCE. NATIONAL UNIVERSITY OF COMAHUE, ARGENTINA.

- Designed a simple augmented reality app in Unity 3D
- Designed the system design document
- Designed the system design diagrams

Producer, Game Programmer and 3D Game Artist

FANTASY GEAR. SMALL VIDEO GAME DEVELOPER STUDIO WITH FRIENDS

- Leads a team of 5 people, two programmers, one 3d artist and two sound designers.
- Designed 5 game document designs.
- Unity 3D and Blender instructor.
- Developing a virtual reality videogame for Oculus Quest (unpublished).

ABOUT ME

My passion for game development started before I was 12 years old. I was convinced to create my first MMORPG inspired by MU Online. At the age of 12 years old with that determination, I taught myself by self-taught MySQL, HTML, CSS, PHP and set up my first server at home ready to host my first users. But it wasn't until 5 years later that I took my first steps in Unity, in April 2014 when I developed my first prototypes.

Universidad Empresarial 'Siglo 21'

- University education: I am currently a university student in Bachelor's Degree in Computer Science, Universidad Siglo 21, entry date JANUARY 2020. Number of courses: 54. Passed: 28.



OTHER IT SKILLS

- Web development: backend Java (Spring), backend PHP (Symfony), frontend Angular, MySQL, Javascript, CSS.
- Game engines: Unreal Engine 4 (blueprints) and Unity 3D (C#).
- 3D Modelling: Blender.
- Image editing: Photoshop.
- Music editing: FL Studio, Audacity.
- Video editing: Filmora9.
- Knowledge: POO, Game Document Design, Linear Algebra, Algebra, Calculus, UML, etc.