



AGUSTIN VUELTA

Unity Developer

CABA, Buenos Aires - Argentina

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S O C I A L

Github

Linkedin

Youtube

Personal Website

CV

P R O F I L E

- Unity Developer with published games for desktop and Google Play.
- Skilled using Unity and C# with 4 years of experience.

E D U C A T I O N

COMPUTER TECHNICIAN

Instituto La Salette

2011 - 2016

INFORMATION SYSTEMS ENGINEERING

Universidad Tecnologica Nacional - FRBA

Grade: 8.18/10

2017 - 2021 (incomplete)

WEB DEVELOPER

Universidad Tecnologica Nacional - FRGP

2021

UNIVERSITY TECHNICIAN IN PROGRAMMING

Universidad Tecnologica Nacional

E X P E R I E N C E

INDIE DEV

May 2020 - Nov 2020 | **IMlan**

Went through all the stages of game development and published the mobile game "Light Up: Logic Puzzle".

[Source code](#) | [Store link](#)

GAME PROGRAMMER

Nov 2021 (48 HS) | Team APP

Led a team of three, an artist and another programmer, and earned the 2nd place award and 50% scholarship at our university for developing "The Fourth Dimension", our GOTO Game Jam 2021 submission.

[Source code](#) | [Store link](#)

IT SUPPORT

Jan 2022 - Oct 2022 | **IMARTEC S.R.L.**

Built computers, setting up access and passwords, technical support.

UNITY DEVELOPER INTERN

Nov 2022 - Dec 2022 | **Global Training Technology**

Developed a multiplayer VR application for employee training in the oil industry.

GAME PROGRAMMER

Nov 2022 (72 HS) | Team APPA

Led a team of four, two artists and another programmer, and earned the 1st place award and 100% scholarship at our university for developing "State Gun", our GOTO Game Jam 2022 submission.

[Source code](#) | [Store link](#)

JUNIOR UNITY DEVELOPER

Jan 2023 - Dec 2023 | **Odaclick Game Studio**

Developed unannounced games.

JUNIOR ADVANCED UNITY DEVELOPER

Jan 2024 - present | **Odaclick Game Studio**

Developing unannounced games.

L A N G U A G E S

- Spanish
- English

I N T E R E S T S



Unity



Programming



Learning



Teaching



Travel



Gaming



Data Analysis



Sci-Fi

- FRGP

Grade: 9/10

2022 - 2023 (incomplete)

S K I L L S

- Player inputs, co-op
- Implement UI Backend systems, editor tools
- Gameplay features
- Ads, IAP, Cloud Saving