



PROFESSIONAL SUMMARY

Unity Developer specialized in Unity 2D and C#, focused on the development of gamified educational applications and interactive mobile experiences.

Experienced in gameplay programming, UI implementation, mobile deployment, version control, and Unity package management. Skilled in building, testing, and optimizing applications for Android devices, integrating external technologies and development tools into Unity workflows.

Currently developing a gamified educational application that uses computer vision and gesture recognition to support Argentine Sign Language learning.

Passionate about creating accessible, engaging, and educational digital experiences through gamification and interactive technologies.

TECHNICAL SKILLS

Unity Development

- Unity 2D (C#)
- Gameplay Systems & Game Mechanics
- UI/UX Implementation
- Android Build & Deployment
- Mobile Optimization
- Unity Package Management
- Device Integration

Backend & Databases

- PostgreSQL
- REST APIs, HTTP Request
- Supabase, Firebase
- Node.js, Express

Tools & Technologies

- Git, GitHub, GitHub Desktop

Production & Workflow

- Task Planning & Organization
- Problem Solving
- Agile Collaboration
- Fast Learning
- Team collaboration and communication

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PROFESSIONAL EXPERIENCE

Game Developer and Co-Producer — Y2Kids

Rafaela, Santa Fe | 2025 – 2026

- Developed gameplay systems and core mechanics using Unity
- Built and iterated playable prototypes for testing game ideas
- Collaborated with artists, designers, and programmers
- Implemented debugging and optimization processes
- Designed UI systems and onboarding experiences
- Contributed to production planning and workflow organization

Project: “Hit the Corn!” — Lead Programmer & Co-Producer

- Led gameplay programming and technical implementation
- Developed a playable demo for funding and public showcases
- Participated in events such as EVA Buenos Aires, Rosario Gaming Expo, and Crack Bang Boom
- Worked on polishing, localization, and UX improvements
- Represented the team in presentations and industry events

EDUCATION

Bachelor's in Video Game Production (In Progress) National University of Rafaela (2023–Present)

Chemical Technician — EETP N°455 (2014–2020)

Course: SME Management & Excel — UCOES

PROJECTS

Gamified Argentine Sign Language Learning Application (Current Project)

- Developing an educational gamified mobile application using Unity 2D and C#
- Integrating computer vision and gesture recognition technologies
- Designing interactive learning systems and progression mechanics
- Building and testing Android deployments
- Focused on accessibility, education, and user engagement

Exploration Game Prototype (Unity) — 2025

- Developed a top-down exploration game using Unity 2D
- Implemented gameplay systems, map transitions, and interaction mechanics
- Focused on architecture, scalability, and gameplay iteration

Management Application — Supabase / Electron (2025)

- Developed a desktop application for product management
- Implemented real-time database integration and CRUD system
- Built backend (Node.js) and frontend interfaces
- Features: authentication system, data handling, product tracking

Academic Game Projects (2024–2025)

- Developed multiple Unity and Phaser 3 prototypes
- Built mobile-oriented and hypercasual experiences
- Implemented touch controls and responsive interfaces
- Focused on rapid prototyping, gameplay testing, and user experience

Highlighted Projects:

- RUH – Exploration Prototype
- PigeonPanic: Mobile hypercasual game
- KidKorn – Multiplayer Local Browser Game

CAREER OBJECTIVE

To specialize in Unity 2D and mobile application development, creating gamified educational experiences that combine technology, accessibility, and user engagement. Seeking opportunities to contribute to innovative projects focused on learning, interaction, and mobile platforms.

ADDITIONAL EXPERIENCE

Musician (10+ years)



LinkTree