

Joaquín Alejandro Gandini

24-year-old Software and Game Developer with experience in Unity 2D, Phaser 3, and backend development. Skilled in creating interactive applications and video games for PC and Mobile platforms. Proficient in C# and JavaScript, with knowledge of UI/UX design, gameplay programming, optimization, and collaborative development workflows. Currently developing a gamified educational application focused on Argentine Sign Language learning.

Technical Skills:

Languages:

C#, JavaScript, HTML, CSS.

Game Engines and Frameworks

Unity 2D. Phaser 3.

Tools and technologies

GitHub Desktop, Git Version Control , Blender, Mobile and Windows Build Deploy

Complementary skills

Team Collaboration, Problem Solving, Fast Learning, User Interface Design, User Experience Optimization

Work Experience

Developed interactive games using Unity 2D (C#) and Phaser 3 (JavaScript).

Built and deployed projects for PC and Mobile platforms.

Implemented gameplay mechanics, UI systems, and user-focused features.

Optimized game performance and code architecture.

Collaborated in multidisciplinary academic development teams.

Personal and Academic projects:

During the course of my university career, we developed Kid Korn, a mini-game party for two players. Deployed first in Phaser 3, later in Unity 2D. Currently developing a gamified educational application that uses computer vision and gesture recognition to support Argentine Sign Language learning. Developed responsive websites using HTML, CSS, and JavaScript throughout academic coursework.

Education:

National University of Rafaela - (2022 / Currently)

School of Professional Technical Education - EETP N° 455 - Santa Fe

Links:

GitHub: [Truck201 \(Joaquín A Gandini\)](#)

Portfolio Web: [Joaquín A. Gandini](#)

Linkedin: [Joaquin \(Alejandro\) Gandini | LinkedIn](#)