

FEDERICO VALSECCHI

Unity Developer & Sound Designer

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<https://fvalsecchi.com>

EDUCATION

Video game programming diploma

Universidad Tecnológica Nacional
2022 - 2023

BA in Music and Sound production

British & Irish Modern Music Institute
2019 - 2023

SKILLS

- Unity
- C#
- FMOD
- Existing codebases adaptability
- Communication Skills
- Proactive problem-solving

LANGUAGE

- English
- Spanish

PROFESSIONAL SUMMARY

Unity developer with proficiency in C# and experience integrating middleware solutions such as FMOD. Familiar with version control tools and experience in collaborative development within team environments.

WORK EXPERIENCE

Noni Games Studio

2023 - Present

Unity Developer - Technical Sound Designer

- Developed features such as a-synchronic scene transitions, player movement mechanics, trading and weather systems, inventory management, interaction and dialogue systems.
- Created game prototypes to test new gameplay concepts and mechanics, ensuring their feasibility for full-scale development.
- Composed original music and sound effects, and integrated and optimised audio using Unity's audio engine and FMOD for adaptive soundscapes.
- Employed Git and Fork for version control, managing code repositories and collaborating with team members through branching and merging strategies.

Dingaloo Studios

2024

Unity Developer (external contractor / freelancer)

- Developed AR game prototypes using Unity, integrating with backend services to handle event-driven interactions and real-time updates.
- Employed Test-Driven development practices.
- Implemented scalable game architectures utilizing design patterns and manager classes to support the addition of new features and content.
- Employed PlasticSCM for version control.

REFERENCES

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