

# Miguel Román Alexis ANTÓN

Unity Game Developer / Software Engineer

Mendoza, Argentina

Portfolio: [MiguelAnton.weebly.com](https://MiguelAnton.weebly.com)

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## EDUCATION

**2022**

**Mendoza**

**Information Systems Engineering Bachelor's Degree**

**Completed**

**Universidad Tecnológica Nacional – Facultad Regional Mendoza**

**2012**

**Mendoza**

**Secondary education, focused on Production of Goods and Services**

**Completed**

**Escuela de Comercio Martín Zapata (UNCuyo)**

**Languages:**

**Spanish:** Native

**English:** Intermediate

**Technical Skills:**

Programming languages

C#, JavaScript (Node.js + Express), Java, Python

Version control

Git, Subversion

Database management

MySQL/MariaDB

Project management

Trello, ProjectLibre

Office software

Microsoft Office

Others

Unity, GeneXus, Docker, Postman, TestLink, Enterprise Architect

## EXPERIENCE

**Aug 2022-Currently**

**Mendoza**

**Independent Game Developer (Unity)**

Games: Astral Crusaders (PC, Shoot' em up)

Ochurus (PC, Strategy/Cards, Multiplayer) (Work in progress)

**Sep 2021-Apr 2022**

**Mendoza**

**Nómade Soft**

**GeneXus Analyst Programmer**

## OBJECTIVES

Utilize the skills obtained from my degree to provide solutions in real-world scenarios.

Collaborate in effective team environments.

Face new challenges.

Expand my knowledge in game development, with a focus on game design and programming.

## CAPABILITIES

Responsibility

Teamwork

Contribution of creative ideas and solutions

Pursuit of innovation

Empathy

Serenity

Attention to detail