

AUGUSTO MICHELI DEBARD

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[Portfolio](#) · [LinkedIn](#) · [GitHub](#)

.NET back-end developer, Indie game dev using **Unity3D**.

WORK EXPERIENCE

SEPTEMBER 2020 – PRESENT

FREELANCE UNITY DEVELOPER

Freelance game developer work for clients all around the globe, using Unity to create small projects, fixing/implementing new features in existing games and tutoring beginners in game development.

EDUCATION

MARCH 2018 - PRESENT

LICENCIATURA EN CIENCIAS DE LA COMPUTACION (COMPUTER SCIENCE)

Universidad nacional de Córdoba

CERTIFICATIONS

APRIL 2021

UNITY JUNIOR PROGRAMMER

Unity Technologies

[Credential](#)

DECEMBER 2020

UNITY ESSENTIALS PATHWAY

Unity Technologies

[Credential](#)

SKILLS

C#, Unity3D, XUnit Testing, Git, ASP.NET Core, Razor pages, Blazor Framework, HTML/CSS/JS, Bootstrap.

LANGUAGES

- Spanish - Native
- English – Good Working Knowledge

PROJECTS

You can see a curated list of my published games and other personal projects in my up-to-date online portfolio at svartskogen.com.