



MARCOŚ NICOLÁS MANZANARES

SENIOR UNITY GAME DEVELOPER

I'm a passionate Unity/C# game developer. I started coding at 9 years old and making videogames at 12.

CONTACT



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www.nicomanz.com

EDUCATION



IES-9012

Tec. Sup. en Desarrollo de Software
2019



Universidad de Mendoza

Ingeniería en Informática
2018



Belgrano English Institute

Level B2 Certificate
December 28, 2015



El Nevado 4-101

High School
2012 – 2017



Triunvirato 1-134

Primary
2005 – 2012

WORK EXPERIENCE



Trick Gaming Studios

february 2022 – current

Ssr Networking Engineer

Developed entire architecture of an upcoming multiplayer battle-royale PC videogame using Photon Fusion in Unity.



PIPEWORKS
STUDIOS

Pipeworks Studios

march 2022 – november 2022

through Aconcagua Software

Senior Game Developer

Worked at Magic Spellslingers as User Interface Engineer. Working in an upcoming Netflix title.



Universidad de Mendoza

february 2021 – current

Main Professor

Teaching Games Software Architecture in the Technician in Video Game Programming career.



etermax

august 2020 – march 2022

Ssr Software Engineer

Worked with Unity and Kotlin developing end-to-end social mobile videogames, like Trivia Crack Adventure.



Possumus SRL

september 2019 – june 2020

Android Developer

Worked with Android Studio using Java and Kotlin developing apps for international clients.



Startreming Games

2014 – current

CEO

Founder of a videogame development company. Successfully shipped 4 games on Steam, building a team of 15 people.



Identi

2014 – 2016

Full Stack Web Developer

Worked as a main coder adding features using PHP, JavaScript and SPirate as the CMS.