

Julián Palacios Gechtman

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Game Dev, 3D Artist, Web Designer

Tools:

Game Dev / Code	Unity, 3ds Max, Maya, Dreamweaver, Html/Css
Visual	Photoshop, Premiere, After Effects, Illustrator, InDesign

Work:

2019	Teacher / <i>Academy of Fine Arts of Foggia</i> Six days long workshop introducing Unity3D to students
2018	VFX Artist / <i>Raum230</i> Vfx with Houdini for the short movie Face Lift
2017	3D Artist, Internship / <i>Raum230</i> Modelling, animation, compositing at Raum230 animation studio.
2015-2018	Web Developer, Graphic Design / <i>La Hormiga</i> Website updating, graphic design, photo editing for the store La Hormiga

Projects:

2016-2019	Art, design, programming / <i>Promesa</i> Narrative walking simulator, PC & Mac
2016	Art, design, programming / <i>Cartas</i> Short narrative walking simulator, PC & Mac
2015	Art, design, programming / <i>The strange case of the Serpent</i> Short experimental videogame, PC & Mac

Education:

2017-2019	Academy of Fine Arts of Brera Master in Multimedia Education
2013-2016	Academy of Fine Arts of Brera Bachelor in New Media