

# Julián Palacios Gechtman

Unity Developer, VFX Artist



## Contact Information

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## What I Love to Do

- Create unique visuals, refine them until they look just right
- Tinker with shaders, particle systems, lighting, and VFX
- Implement art in engine and connect it to all the systems
- Manage scenes and logic, being hands-on in the project
- Work on unconventional games and projects

## Tools

- **Game Dev:** Unity, Amplify Shader Editor, Yarn Spinner, Unity Timeline & Cinemachine, 3dsMax, Maya, Version Control, Steamworks
- **Code:** C# (unity), Dreamweaver, WordPress, Html/Css
- **Graphics:** Photoshop, Premiere, InDesign, After Effects, OBS Studio

## Skills & Qualifications

- 6+ years of experience in game dev
- Art direction, development, tech art, VFX
- Intermediate coding skills (C# unity)
- Basic 3D modeling, unwrapping & texturing (props, hard surface)
- Bachelor in New Media Art
- Master in Multimedia Didactics
- Native speaker in Italian and Spanish
- Fluent in English - currently studying Polish
- Video editing, graphic design, HTML & CSS

## Work Experience

- **2020 - Present:** Unity Dev Freelancer
- **2024-2025:** Unity Dev @ Fantastico Studio - Designed and developed 2 new levels for CUCCCHI
- **2023-2024:** Unity Dev - My project "OPN" got 35k as part of the Cinecittà Game Hub incubator program
- **2022-2023:** Unity Dev & VFX @ Dreamfeel - Worked for over 1 year on a new unannounced game
- **2022:** Unity Dev @ Fantastico Studio - Designed and developed 3 new levels for CUCCCHI
- **2021:** Unity Dev @ Fantastico Studio - Designed and developed CUCCCHI as a commission for Fantastico Studio
- **2020:** Unity Dev - Self-published Promesa
- **2019:** Unity Workshop Teacher @ Academy of Fine Arts of Foggia
- **2018:** VFX Artist @ Raum230 - Worked on fx for the short movie Face Lift
- **2017:** 3D Artist @ Internship at Raum230
- **2015 - 2019:** Web & Graphic Design / La Hormiga

I'm an Italian **Unity developer** with 6+ years of experience, based in **Krakow, Poland**.

Having developed games independently and in small studios, **I am comfortable in wearing multiple hats** per project.

I can **code**, do **VFX**, **design** and take care of **development** tasks. I have a strong eye for **art direction** and like to find solutions and workflows that facilitate **visual cohesion**.

I've shipped 2 award-winning games as an indie-dev: **Promesa** and **CUCCCHI**. Both innovative and highly unique games, I was also able to bring them to **consoles**.

I'm passionate about narrative and innovative designs, but also love a good card game!

## My Games

**Promesa:** A personal game where you wander through dreams and memories emerging from a family dialogue. Designed, developed and self-published.



**CUCCCHI:** A commissioned game inspired by the artworks of the painter Enzo Cucchi. A maze/exploration game where each level reflects his artwork.



**Project OPN:** An unannounced hand-drawn narrative game currently in development designed and directed by me. Prototype developed thanks to 35k received from the Cinecittà Game Hub incubator program