

Julián Palacios Gechtman

Unity Developer, VFX Artist, Graphic Designer

Summary:

I'm a Unity developer with 3+ years of experience. My focus is on **development** (scene, asset and code management) **art direction** and **VFX** (particles and shaders). I'm passionate about narrative and experimental design.

I've shipped 2 games as the main developer.

For these games, I was in charge of the overall direction and took care of design, visuals, development, programming, sound design.

Enthusiast about the intersections between art and videogames. My other sources of inspiration are music, cinema, reading and nature.

Areas of expertise:

Unity Development – Art direction – VFX Particles
3D Generalist – Lighting – Shaders – Graphic Design

Projects:

- **Cucchi** (2021, Pc and consoles) is a **game commission** I made for Fantastico Studio. I had to develop a **videogame inspired by the artworks of the painter Enzo Cucchi**. The result is a maze/exploration game where every level is inspired by a different set of artworks. Aside from the soundtrack, I took care of everything. Development time: 7 months.
- **Promesa** (2020, Pc and consoles). A **personal project about dreams and family memories**, a contemplative walking simulator. I designed and developed the game and directed a team of 3 collaborators.
- Together with a couple of friends, we formed the collective/label **Eremo**. It's a collaborative space where we curate the projects we care about.

Awards:

Promesa - 2020



Cucchi - 2021



Contacts:

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Tools:

Game dev / Code

Unity – 3ds Max – Maya – Dreamweaver – Amplify Shaders – Wordpress – Html/Css

Visual

Photoshop – Premiere – After Effects – Illustrator – InDesign

Work:

2020 - Present / Unity Dev Freelancer

Designed and developed a free expansion with 3 new levels for *Cucchi* (2022)

Designed and developed *Cucchi* on commission for Fantastico Studio (2021).

Designed and developed *Promesa*, an award-winning narrative experience (2020).

2019 / Teacher / Academy of Fine Arts of Foggia

I held a six days long workshop aimed at introducing Unity to students, with a focus on narrative micro-games. I prepared small projects for the students to toy-with.

2018 / VFX Artist / Raum230

In one month, I learned the basics of Houdini and created particles vfx for the short movie Face Lift.

2017 / 3D Artist / Internship at Raum230

Modelling, animation, compositing at Raum230 animation studio.

2015 - 2019 / Web & Graphic Design / La Hormiga

Website updating and plugin implementation, graphic design, photo editing for the jewelry store *La Hormiga*.

Education:

Academy of Fine Arts of Brera (2013-2016)

Bachelor in New Media

Academy of Fine Arts of Brera (2017-2019)

Master in Multimedia Education

Languages:

Italian/Spanish mother tongue, fluent in English