

ALEJANDRO NICOLÁS BIGA

VIDEO GAME DEVELOPER

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Rosario / Santa fe / Argentina

Professional Objective

Unity developer focused on game development and technical tools, seeking to contribute to a professional game development team. Experienced in gameplay programming, performance optimization, systems design, and production workflows within Unity. Interested in building scalable gameplay systems, development tools, and optimized interactive experiences, while collaborating with multidisciplinary teams across the game production pipeline.

Work Experience

Carpincho Studio - Programmer & Co-Founder

Jul 2022 - Feb 2026

- Developed and shipped a Unity (C#) game on Steam with 1,000+ downloads and 90+ concurrent players peak.
- Implemented core gameplay systems, mechanics, and interactive prototypes.
- Managed full Steam publishing pipeline including builds, store setup, and submissions.
- Coordinated team using Agile workflows and Git version control.

Universidad Abierta Interamericana (U.A.I) - University Professor

May 2025 - Feb 2026

- Taught Unity development and production pipelines to classes of 40+ students.
- Introduced students to Agile methodologies (Scrum / Kanban) for game projects.
- Trained students in 3D modeling basics and technical production pipelines.
- Guided student teams from concept to playable prototype, ensuring project delivery.

Radium Rocket - VR Simulator with DOTS C#

Jan2026- Feb2026

- Boosted performance by 500% through DOTS implementation while maintaining visual quality.
- Engineered VR simulation systems in Unity using DOTS/ECS architecture.
- Optimized rendering with LOD systems, occlusion culling, and billboard techniques..
- Reduced CPU bottlenecks using Burst Compiler + IJobSystem for high-performance real-time systems.

Unraff - History telling game "El misterio del museo"

April 2020 - December 2020

- Led Unity C# programming team for narrative storytelling game.
- Architected dialogue, quest, and interactive storytelling systems.
- Optimized performance with object pooling, profiling, and memory management.
- Managed Git version control and enforced coding standards.

Skills

Programming Languages: C#, JavaScript, HTML, CSS, Python, SQL

Databases: SQL, MySQL, Oracle, Amazon RDS

Automation Systems: Make, n8n, GoHighLevel

Development Platforms: Unity, Visual Studio Code, Git

Methodologies: Agile, Scrum, Kanban, SDLC

Education

Universidad Abierta Interamericana (UAI) Mar 2022 - May 2025

- Bachelor's Degree in Video Game Production and 3D Simulation - Graduation project: "La Salamanca" (published on Steam)
- Specialization in video game development, 3D simulation, and software production.

Complementary Education

Udemy Course - Professional MySQL

MySQL and Data Analysis Specialist - Advanced queries on real databases - Relational database design and modeling - Backend application development using SQL - Amazon Web Services (AWS) applied to SQL - Database administration on Amazon RDS - Cloud environment management for databases and query optimization.