Julián Palacios Gechtman

Unity Developer, VFX Artist

I'm an Italian **Unity developer** with 5+ 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** (shaders, particles, lighting, 3D props), **design and development**.
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. Developed a maze/exploration game where every 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

Contact Information

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What I Love to Do

- Create shaders and tools to create a unique style, tinker until it looks just right
- Play with particle systems, lighting, and VFX
- Implement art in engine and connect it to all the systems
- Manage scenes, implement logic, being hands-on in the project
- Work on unconventional games and projects

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

Tools

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

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