

Contact

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Top Skills

C++
Backend
Unreal Engine

Languages

Español (Nativo)
English (Professional Working)

Julian Nogales

Unreal Engine C++ Developer | Scalable Systems & High-Performance Gameplay Engineering
Argentina

Summary

Game Developer specialized in Unreal Engine (C++ & Blueprints), focused on mechanics design, modular gameplay systems, and scalable production-ready architecture. I prioritize building solid, clean, and highly performance-optimized technical solutions, ensuring long-term maintainable code aligned with the game's vision. Looking to keep growing as a developer by diving deeper into software architecture, optimization, and building robust systems for larger-scale projects.

Experience

Zelcar Games LLC

Game Programmer

October 2025 - Present (1 year)

Albuquerque, NM

- Developed core gameplay systems and mechanics using C++ and Blueprints.
- Built internal tools to streamline team workflows and development speed.
- Designed scalable, maintainable architecture focused on performance optimization.

Level8

Game Programmer

February 2025 - July 2025 (6 months)

Joinville, SC

- Designed and developed custom gameplay experiences within Fortnite using UEFN and Verse.
- Implemented game logic and performance-optimized systems to ensure smooth multiplayer stability.
- Maintained continuous alignment with Epic Games' platform updates and quality standards.

Autónomo

Video Editor

September 2021 - February 2025 (3 years 6 months)

Buenos Aires, Argentina

- Built and scaled a gamedev-focused YouTube channel past 100,000 subscribers, earning the YouTube Silver Creator Award.
 - Freelance video editing for creators and production companies using Adobe Creative Suite, integrating Blender and Unreal Engine for VFX.
 - End-to-end production of technical video content, including scripting, voiceover, and post-production.
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