

**PRESS
KIT**

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**JULIO CESAR
FALCONE**

**GAME
DEVELOPER**

About Me

I am a developer with over 19 years of experience in the software industry with a focus on game development, complemented by 10 years in Oracle and C++.

My roles have been multifaceted, encompassing Game Developer, coding game mechanics, AI, user interfaces, multiplayer, and more; and Technical Artist, crafting shaders with Shader Graph, building lighting, and creating particle effects.

About Build Steps

Build Steps speed up the building process of your Unity project while customizing settings, scenes, and processes. With more than 30+ premade actions, our tool helps you set up your project when switching platforms or preparing for a build.

Sample Box

Unleash your potential with the Build Steps Sample Box: a curated selection featuring a stylish, gamer-centric t-shirt, an elegant, durable water bottle.



HIGHLIGHTS

Build Stack 

Easy to use Editor 

Automation 

Actions API 