ANDREA
MEJIA

G A M E   D E V E L O P E R

CONTACT

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- *Video game portfolio*
- Bogotá DC - Colombia
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EDUCATION

GOOGLE
UX - UI   2023 - 2024

GENERATION COLOMBIA
Game Developer Unity   2022 - 2023

UNIVERSIDAD TECNOLÓGICA DE PEREIRA
Software development   2021 - 2022

SKILLS

- Unity
- C#
- Illustrator
- Blender
- Creativity
- Teamwork
- Adaptability
- Critical thinking
- React, javascript, tailwind, css, html

LANGUAGES

- Spanish
- English

ABOUT ME

Graduated from the Technological University of Pereira. I was part of the first group in Colombia of the Jr Developer program in Unity made by Generation and Unity. With interest in UX/UI and level design; passion for game development and the goal of becoming a great Game designer.

EXPERIENCE

Game developer   *2023*
Books and Books LTDA

- I participated in the development of 3D interactive simulators with the Unity engine where I created the television and radio simulator. I made the programming of all the mechanics with C# and/or Javascript, the integration of the UI, audio, special effects; I also made the creation of all the environments of the 6 scenes that each simulator contains.

3D modeler   *2023*
Workobot LTDA

- I made the modeling of buildings and other architectural elements where I made use of the 3DMax tool to model all the volumes that the project required and the Unity graphics engine where the created fbx were integrated.

Monitor - Internship   *2022*
SENA

- I designed, programmed and deployed a web page using javascript, html and css for the exclusive use of the institution whose content was related to the food industry, achieving a solid educational and informative product.

VIDEO GAME PROJECTS

Ajiaco apurado   *Link page*
Participation in the GGJ 2024

Mystical World   *Link page*
Graduation project