

Juan Jose Acosta Burbano

Software Developer | Engineer with a Tech Focus

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Quito, Ecuador

PROFILE

Petroleum Engineer with a dual focus on data analytics and interactive development. I specialize in combining technical data processing with real-time 3D environments using Unity. Skilled in Python, SQL, C#, and Power BI, I build solutions that bridge raw data with user-friendly visualizations and simulations. Passionate about using technology to solve real-world problems, especially in energy, engineering, and digital transformation fields.

EDUCATION

Generation, Pasto, Colombia

June 2025

Junior Unity Developer

Escuela Politécnica Nacional, Quito, Ecuador

April 2023

Petroleum Engineer

PROFESSIONAL EXPERIENCE

PETROLIA, Quito, Ecuador

August 2022 – December 2022

Field Intern

- Collected and analyzed over 250 production data points to support strategic decisions (25% efficiency gain).
- Supervised field operations, ensuring safety and operational standards.

REPSOL, Quito, Ecuador

February 2022 – August

2022

Stakeholders Intern

- Assisted in implementing a new reporting software to improve data presentation and team coordination.
- Supported stakeholder communication and meeting organization

TECHNICAL SKILLS

- Unity · Python · C# · JavaScript · HTML · GitHub · Power BI · AutoCAD · Petrel · MS Office – SQL - Data Processing.

KEY PROJECTS

Escuela Politécnica Nacional, Quito, Ecuador

January 2022 – November 2022

Graduation Project

Designed a geothermal power system (up to 1 MW per well) using abandoned oil wells.

Howl of Liberty – 2D Pixel Art Game in Unity (*Personal Project*) Designed and developed a 2D pixel art game in Unity where the player transforms into a wolf to escape a 5-level prison. Implemented player mechanics, enemy AI, dynamic animations using **C#**.

LANGUAGES

- Spanish (Native)
- English (B2 Upper-Intermediate)