

Juan Jose Acosta Burbano

Petroleum Engineer | Unity Developer

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Quito, Ecuador

Professional with experience in data analysis, production monitoring, and project management, with expertise in artificial intelligence, web development, and programming in C#, JavaScript, and Python. I am currently taking a Unity development bootcamp, strengthening my skills in creating interactive models for the energy and technology sectors. I am characterized by initiative and organization, qualities that allow me to contribute to achieving objectives and generating solutions.

EDUCATION

Escuela Politécnica Nacional, Quito, Ecuador
Petroleum Engineer

April 2023

Generation Colombia, Pasto, Colombia
Junior Unity Developer

June 2025

WORK EXPERIENCE

PETROLIA, Quito, Ecuador
Field intern

August 2022 – December 2022

- Supported field operations supervision and optimization, ensuring compliance with safety and efficiency standards.
- Collected and analyzed production data to generate strategic reports that facilitated decision-making.

REPSOL, Quito, Ecuador
Stakeholders Internship

February 2022 – August 2022

- Assisted work teams in using new software for monitoring and report creation, optimizing data presentation to improve organizational processes.
- Supported the organization of meetings and communication with stakeholders, strengthening key relationships for project development.

PROJECTS

Escuela Politécnica Nacional, Quito, Ecuador
Graduation Project for Petroleum Engineer

January 2022-November 2022

Developed a project focused on utilizing abandoned oil wells for geothermal energy.

Free your Skull – 2D Pixel Art Game en Unity (Personal Project) Diseñé y desarrollé un juego de pixel art 2D en Unity. Implementé mecánicas de jugador, Animación 2D con C#.

SKILLS

- Unity | C# | GitHub | Python | JavaScript | HTML | Word Office | Power Bi | Autocad | Petrel.

LANGUAGES

- English (B2)
- Spanish (Native)