

# Juan Jose Acosta Burbano

Petroleum Engineer | Software Developer

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Quito, Ecuador

## PROFILE

Engineer with experience in data analysis and project management, currently focused on interactive software and video game development. I possess strong knowledge in C#, Unity, Python, and JavaScript, having applied these skills in designing and implementing game mechanics and project structures. My background provides me with strong logical thinking, initiative, organizational skills, and the ability to work autonomously to generate effective solutions.

## EDUCATION

*Servicio Nacional de Aprendizaje (SENA), Pasto, Colombia*  
**Software Programming Technician**

**July 2025**

*Generation Colombia, Pasto, Colombia*  
**Junior Unity Developer**

**June 2025**

*Escuela Politécnica Nacional, Quito, Ecuador*  
**Petroleum Engineer**

**April 2023**

## WORK EXPERIENCE

*PETROLIA, Quito, Ecuador*  
**Field intern**

**August 2022 – December 2022**

- Supervised and optimized field operations, ensuring safety and efficiency standards, and analyzed over 250 production data points to generate strategic reports.

*REPSOL, Quito, Ecuador*  
**Stakeholders Internship**

**February 2022 – August 2022**

- Assisted teams in using new report tracking software, optimizing data presentation and supporting stakeholder communication by 20%.

## PROJECTS

*Escuela Politécnica Nacional, Quito, Ecuador*  
**Graduation Project**

**January 2022 – November 2022**

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

**Free your Skull**

**June 2025**

*2D Pixel Art Game in Unity – Personal Project.*

- Designed and developed a 2D pixel art game in Unity. Implemented player mechanics, 2D Animation with C#.

## SKILLS

- Unity | Python | C# | JavaScript | HTML | GitHub | Power BI | MS Office | SQL | Data Processing

## LANGUAGES

- Spanish (Native)
- English (B2)