

## Deivid Eduardo Guarín Tovar

Junior Unity Developer – Software Programming Technician  
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Bogotá, Colombia

### Professional Summary

Software programming technician-in-training with hands-on backend and frontend experience. Proficient in API development, database management, and UI implementation. Also a Unity developer and 3D artist skilled in asset creation, level design, and animation. Fuses technical and artistic strengths for immersive digital experiences.

### Technical Skills

**Languages:** JavaScript, HTML, CSS, C# (basic)

**Tools:** Postman, XAMPP, MySQL Workbench, Visual Studio Code, GitHub

**Game Dev:** Unity, Blender (intermediate), Roblox Studio

**Design:** Photoshop, Digital Drawing, Trello

**Database:** MySQL

### Projects

#### [Infinity Abyss](#)

August 2019 – Present

Level design, 3D assets, gameplay mechanics in Blender.

#### [Arepa Rush](#)

March 2025 – April 2025

3D assets, UI, rigging, animation in Blender and Unity.

#### [Minimarket API – SENA](#)

March 2025

Full-stack project using JavaScript, MySQL, XAMPP, Postman.

#### [Memories Remain](#)

March 2025

Illustration, UI art, and storytelling visuals.

#### [Don't Break It!](#)

February 2025

3D modeling, animation, and Unity integration.

### Education

SENA, Colombia — Software Programming Technician

May 2024 – Present

Generation Colombia — Junior Unity Developer

January 2025 – April 2025

SENA, Colombia — Character Illustration in Digital Media

January 2024 – May 2024

### Languages

Spanish (Native)

English (C1)