

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: Trello, Krita

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 (Productive stage) May 2024 – Present

Generation Colombia — Junior Unity Developer January 2025 – April 2025

SENA, Colombia — Character Illustration in Digital Media January 2024 – May 2024

SENA, Colombia — English does work 1 – 13 June 2020 – March 2024

Professional profile

Junior Unity Developer and technician in training in software programming in search of a job opportunity to complete my SENA Productive Stage. I combine technical knowledge with creative skills in game development, focusing on Unity, backend/frontend programming, 3D design, and database management with MySQL. Eager to learn, contribute and grow in a collaborative environment.

Languages

Spanish (Native)

English (C1)