Deivid Eduardo Guarín Tovar
Desarrollador de Videojuegos
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Bogotá, Colombia

Passionate about creating digital worlds and interactive experiences. Specialized in C# and Unity, combining programming with visual art to develop immersive games. Skilled in creativity, adaptability, and attention to detail, with a strong orientation towards teamwork and achieving results.

Educación

Generation, Colombia	January 2024 – Present
Junior Unity Developer	
SENA, Colombia	May 2024 – Present
Software Programming Technician	
SENA, Colombia	January 2024–May 2024
Character Illustration in Digital Media	

Work Experience

[NeuroCube](#)   August 2019 – Present
3D Designer
• Modeled, textured, and optimized assets in Blender.
• Designed environments, relics, and weapons with a focus on real-time performance.
Optimized gameplay and level design in Roblox Studio, achieving over 17,000 visits and 655 favorites on the platform.

Projects

[Infinity Abyss](#)   August 2019 – Present
3D & Level Designer
• Created environments, relics, and enemies in Blender for an exploration game inspired by Made in Abyss.
• Implemented progression and trading mechanics, improving replayability and depth.
[Arepa Rush](#)   March 2025 – April 2025
Illustrator, Rigger & 3D Artist
• Created key 3D models, illustrations, UI elements, and HDR environments.
• Rigged characters for animation and collaborated with teammates to ensure cohesive visual across all assets.

Habilidades Técnicas
• Unity, C#, Blender, MySQL, Roblox Studio, GitHub.

Idiomas
• Español (Nativo)
• inglés (C1)