**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**](https://www.roblox.com/communities/8512627/NeuroCube#!/about) 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**](https://discord.com/invite/tbSRTMHrdY) 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**](https://wanwix.itch.io/memories-remains) **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)