

Daniel Alejandro Jaimes Jiménez
Game Developer & Animator – Unity
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Bogotá D.C., Colombia

Graphic designer specialized in video game development, UI design, and 2D animation using Unity. My background allows me to build functional, polished experiences while applying solid knowledge in C#, JavaScript (React, Node.js), HTML5, CSS3, and version control tools like Git/GitHub. I'm passionate about animation, development, and testing, always seeking to improve through continuous learning and teamwork. Currently aiming to contribute to the industry through quality assurance and gameplay testing roles.

Education

Generation Colombia – Unity Jr. Developer	(Jan 2025 – Apr 2025)
Platzi – Game Design	(Feb 1 – Feb 22, 2023)
Corporación Universitaria Unitec – B.A. in Graphic Design	(Feb 2013 – Mar 2018)

Work Experience

Generation Colombia – Unity Jr. Developer	(Jan 2025 – Apr 2025)
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- Led 2 teams of 4 people on 2 different games.
- Designed and developed UI for both projects.
- Managed version control using GitHub Desktop
- Created and animated assets using Adobe Suite and Unity.
- Performed functional and usability testing for both games, identifying issues related to interface behavior and gameplay consistency.

Freelancer – Graphic Designer	(Nov 2024 – Jan 2025)
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- Designed interactive learning interfaces and visuals.
- Edited videos and created animations for 2+ educational projects.

UNITEC University – Content Designer	(Jul 2017 – Jun 2023)
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- Developed and optimized a virtual campus with HTML5, CSS3, and JS.
- Created gamified learning activities for 10 virtual programs.
- Produced and edited over 2000 educational animations.

Skills

Programming: C#, JavaScript, HTML5, CSS3. | Tools: Unity, After Effects, Illustrator, Git, GitHub
| Specialties: UI/UX, 2D Animation, Game Design, Character Design.

Languages English (B2) | Spanish (Native)

Additional Studies

Platzi, Bogotá D.C., Colombia	(Oct 2 – Oct 16, 2024)
Logical Thinking: Programming Languages	
Platzi, Bogotá D.C., Colombia	(Sep – Oct 2024)
Logical Thinking: Data Handling, Structures, and Functions	
Platzi, Bogotá D.C., Colombia	(15 sep. – 30 sep. 2024)
Logical Thinking: Algorithms and Flowcharts	
Platzi, Bogotá D.C., Colombia	(1 abr. – 17 abr. 2023)
Game Design: The Game Design Document	