Jorge Gómez

Unity Game Developer

+57 3106974019 | gomez.jorgelu03@gmail.com | [LinkedIn](#) | [Portfolio](#) | Bogotá, Colombia.

Unity Developer with experience in video game development and skills in game art and graphic design. Passionate about creating visually appealing experiences, efficient code management, and game mechanics development. Experienced in C# programming, 2D design, 3D modeling, and animation. Strong teamwork and communication skills. Currently focused on expanding my knowledge in Unity programming and refining my 2D and 3D artistic skills. Looking for opportunities to grow in both technical and creative roles within the video game industry.

EDUCATION

Generation Colombia, Bogotá, Colombia   **September 2024 / December 2024**
Unity Developer

SENA, Servicio Nacional de Aprendizaje, Bogotá, Colombia   J**anuary 2021 / August 2023**
Technologist in Game Development

WORK EXPERIENCE

SENNOVA, Bogotá, Colombia, 2022   J**une 2022 / August 2023**
Game Development Intern
- Modeled and animated over 15 3D assets and designed 5 logos for educational projects, optimizing the visual resources used in each deliverable.
- Collaborated in the development of an interactive and educational game, implemented in the SENA training center to improve the learning experience for students.
- Applied 3D modeling and animation techniques, significantly reducing production time by reusing assets and automating processes, improving team efficiency.

Troniks Interactive Technology, Bogotá, Colombia   **October 2023 / December 2023**
VR Asset Designer
- Designed over 100 assets for virtual reality video games, contributing to the creation of immersive and visually appealing experiences for users.
- Created the art design for 10 interactive kiosks for major brands, achieving a 98% accuracy rate in meeting quality requirements for printing, resulting in a visual finish that enhanced brand perception.

PROJECTS

Generation Colombia Game Jam, Bogotá, Colombia   **November 2024 / November 2024**
[Crazy Invaders](#) Role: **2D Artist and Animator**
- Animated 5 characters and designed a Rubber Hose-style setting for Crazy Invaders, a planetary defense game developed by a 4-person team, resulting in a high-quality final product.

SENA Final Project, Bogotá, Colombia   **April 2022 / June 2022**
[Galaxy Odyssey](#) Role: **Technical Artist**
- Developed over 50 assets, animations, characters, levels, and environments, achieving a stable performance of 60 FPS and enhancing the game's exploration experience.

SKILLS
- Unity | C# | 2D and 3D Design | Animation | Character Design | Environments | VFX | GitHub

LANGUAGES
- Spanish (Native)
- English B1