Jhoan Andres Diaz Castaño

Backend Developer | QA Tester | Game Developer

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Colombia

I am a Systems Engineer and game developer passionate about creating structured, scalable, and engaging games. I have experience developing gameplay systems, integrating animations and UI, and collaborating with multidisciplinary teams to deliver complete and polished prototypes. I'm skilled in Unity, C#, and backend fundamentals, and I'm familiar with testing practices to ensure stability and coherence in-game features. I value clear communication, problem-solving, and continuous learning, and I'm excited to grow in dynamic teams that seek to innovate through immersive experiences.

Education

Generation Colombia   Jan/2025 - Apr/2025
Junior Unity Developer

Alura Latam, ONE   Jun/2024 - Dec/2024
Backend Specialization with Java Spring Boot

Universidad del Valle, Colombia   May/2019 - Dec/2024
Systems Engineering

Experience

Mr.DogKat Web Catalog   Oct/2024 - Dec/2024
Freelance - Full Stack Developer | QA

- Implemented a modern platform using React and SASS, ensuring a responsive design.
- Developed an intuitive filtering system to enhance product navigation.
- Designed and implemented an accessible and functional platform, optimizing user experience from its launch.
- Executed usability tests to enhance the platform's intuitive design and seamless user interactions.

Projects

Hung Verdict (In Development)   Jun/2025 - Present
Game Developer | 3D Modeler

- Designing and programming a narrative-driven investigation game with stylized 2.5D aesthetics in Unity.
- Writing the main storyline, integrating symbolic themes, and planning a modular case-based structure.
- Creating low-poly modular 3D assets and building scalable architecture for quest and dialogue systems.

Blindfold Escape   May/2025
Game Developer | UX/UI Designer

- Developed core mechanics and player-environment interactions in a 2D narrative puzzle experience.
- Designed and configured UI interfaces for clarity and usability.
- Conducted playtesting to validate level design, flow, and feedback systems.

Fragmented Dream   Abr/2025
Game Developer | QA Tester

- Implemented inventory mechanics, object interaction logic, and overall game loop using Unity and C#.
- Wrote the narrative and structured level progression.
- Conducted functional testing to ensure smooth transitions and interactions.

Tiempos Pasados   May/2025
Game Developer | Animator Integration

- Programmed core mechanics, menus, and interaction logic for a 2D adventure game.
- Integrated and adjusted 2D animations for characters and environment interactions.
- Ensured smooth gameplay through rapid iteration and bug fixing.

Skills

PHP, Java, C#, JavaScript, Laravel, Spring Boot, .NET Core, Unity, MySQL, MongoDB, Figma, Postman, Insomnia.

Languages

- Spanish (Native).
- English (B2).