



# Marlon Jared Ospina Ochoa

Game Developer & Digital Designer focused on UX/UI, animation, and branding.

## Training

**Master's in Digital Communication and User Experience (UX/UI)**  
Polytechnic University of Valencia (2025)  
Spain.

**Digital Design**  
Sergio Arboleda University (2024)  
Colombia.

## Courses

**THIRD PERSON VIDEO GAME DESIGN WITH UNITY.**  
(November 2019).  
SENA.

**DIGITAL YOUNG PROGRAM VIDEO GAMES.** (August 2018)  
Instituto San Pablo Apóstol.

**Unity Certified Developer.** (August 2018)  
Instituto San Pablo Apóstol.

**DESIGN OF BOARD GAMES AND 3D CHARACTERS**  
– AUTODESK MUDBOX. Honorable Mention (December 2017)  
Instituto San Pablo Apóstol.

**BOARD GAME DESIGN AND 3D CHARACTERS**  
– AUTODESK 3DS MAX. Honorable Mention (December 2017)  
Instituto San Pablo Apóstol.

**DISEÑO DE JUEGOS DE MESA Y PERSONAJES EN 3D**  
Honorable Mention (December 2017)  
Instituto San Pablo Apóstol.

**LABOR TECHNICIAN IN MUSICAL INTERPRETATION WITH HARMONIC INSTRUMENTS.**  
(February 2015).  
Instituto San Pablo Apóstol.

## Languages


**ENGLISH ACCREDITATION. (LEVEL B2)** (May 2023).  
Sergio Arboleda University - Language Center.

## Programming Languages

C#	<div><div></div></div>
C++	<div><div></div></div>
PSeint	<div><div></div></div>
Html	<div><div></div></div>
BluePrints	<div><div></div></div>

 Spain.

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**Portfolio**

<https://marlonjared.github.io/Portafolio/>

## About me

I consider myself a dynamic person, dedicated to what I do, with a great capacity to learn easily and take on short and long-term challenges, good interpersonal relationships, comprehensive, punctual, responsible, proactive, persevering, cheerful and kind. I am passionate about digital design and digital marketing

## Software & Tools



Unity



Unreal Engine



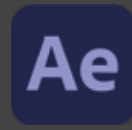
Photoshop



Illustrator



Krita



After Effects



Premiere Pro



Autodesk Maya



Autodesk 3Ds MAX



Autodesk Mudbox



Blender