



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.

DESIGN OF BOARD GAMES 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



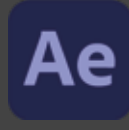
Photoshop



Illustrator



Krita



After Effects



Premiere Pro



Autodesk Maya



Autodesk 3Ds MAX



Autodesk Mudbox



Blender