



Availability Geography



Immediate Availability



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










PORTFOLIO

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

# ABOUT ME

I'm Marlon Jared Ospina Ochoa, a creative professional with experience in video game development, digital design, 3D animation, modeling, and illustration. I've worked on projects that combine art and technology, highlighting my focus on user experience and visual innovation. My background in UX/UI and interactive design allows me to provide comprehensive solutions in digital environments.

# TOOLS

PROGRAMS		YEARS OF USE
	Unity	7
	Unreal Engine	4
	Photoshop	7
	Illustrator	7
	Krita	4
	After Effects	7
	Premiere Pro	4
	Autodesk Maya	7
	Autodesk 3Ds MAX	7
	Autodesk Mudbox	7
	Blender	3
	C#	7
	C++	7
	HTML	7
	CSS	4
	JavaScript	4

# Marlon Jared Ospina Ochoa

DIGITAL DESIGNER AND 3D ARTIST WITH SKILLS IN ANIMATION AND PROGRAMMING IN UNITY.

# EXPERIENCE

QA Tester – Elixir Games Inc.

6 months

- I performed functional testing, documented bugs, and proposed improvements. I also assisted with animation tasks and marketing materials.

Designer – Board Game (Academic Project)

3 months

- I participated in the design of the mechanics, cards, and 3D-printed components, in collaboration with a multidisciplinary team.

2D Animated Poster Designer – (Spontaneous Generation)

1 months

- Designed and animated digital posters for events and university outreach.

Developer – Project with NaskaDigital

4 months

- I participated in the development of a 3D video game as a programmer and visual artist in Unity.

Programmer – Academic Project (Unity)

6 months

- I participated in the development of a functional prototype with C# scripting and interactive interface design.

# TRAINING

MASTER'S DEGREE IN DIGITAL COMMUNICATION AND USER EXPERIENCE (UX/UI)

Polytechnic University of Valencia. (2025)  
Spain.

DIGITAL DESIGN

Sergio Arboleda University (2024).  
Colombia.

ENGLISH ACCREDITATION. (LEVEL B2)

Sergio Arboleda University (2024).  
Colombia.

# COURSES

FUNDAMENTALS OF 3D PRODUCTION WITH AUTODESK MAYA COURSE. (April 2025).  
Animum Creativity Advanced School.

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.

BOARD GAME AND 3D CHARACTER DESIGN  
– AUTODESK MUDBOX. HONORABLE MENTION (December 2017)  
Instituto San Pablo Apóstol.

BOARD GAME AND 3D CHARACTER DESIGN  
– AUTODESK 3DS MAX. HONORABLE MENTION (December 2017)  
Instituto San Pablo Apóstol.