

ABRAHAM DAGUER

ENGINEERING IN DIGITAL ENTERTAINMENT DESIGN

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SUMMARY

Developer of interactive experiences that fuse technology, education, and entertainment. Specialized in crafting immersive solutions with social impact, validated by experts and based on rigorous research.

With skills in Unity, Blender, and 3D design, and training through the Biofilia Alliance, I develop experiences that not only entertain but also inspire a deeper connection with our planet. Learn more about my work:

EDUCATION

Bachelor of Engineering in Digital Entertainment Design

July 2019 – February 2024

Universidad Pontificia Bolivariana, Medellín – Colombia

PROFESIONAL EXPERIENCE

Lead Developer & Junior Researcher – Immersive Experiences

July 2024 – Present

Universidad Pontificia Bolivariana (Biofilia Alliance)
Medellín, Colombia – Remote/Hybrid

- Designing worlds that teach: Developed immersive Caribbean Sea environments in Unity, ensuring scientific accuracy with support from marine biologists.
- Sound that immerses: Collaborated on the development of a 3D audio system so realistic that 40% of test users reported feeling “truly underwater.”
- Multidisciplinary integration: Integrated 3D models, educational narrative, and interactive mechanics into a cohesive workflow.
- Project part of the Biofilia Alliance (a consortium led by Parque Explora). Complemented technical skills with science communication training.

Key Technologies: Unity XR (VR), Fmod, C#, Shader Graph, Git, Agile.

Internship - University of Córdoba,

July 2023 - Dec. 2023

internship at the computer science degree program in the research department,
Montería, Colombia

During the internships, I was part of the computer science degree program in the research department, contributing to the creation of various multimedia contents. I actively participated in creating pieces for information visualization, among other responsibilities.

SKILLS

SOFT SKILLS: Work Ethic, Teamwork, Attention To detail, Fast Learner, Problem Solving

TECHNICAL EXPERIENCE: Games And Web development, Event-oriented programming, Oriented object programming, 3D modeling, Git

SOFTWARE SKILLS: Unity, Blender, Photoshop, Illustrator, Premier Pro, Reaper, Unreal Engine

PROJECTS

Ecos de Mar (In development – Estimated launch: June 2025)

A VR experience that reimagines our connection with the Caribbean Sea

- Purposeful immersion: Explore mangroves, reefs, and deep-sea zones with no human mediation. You're not the protagonist — you're a privileged witness.
- The ocean's voice: An innovative narrative led by the ocean itself (as a feminine entity, rooted in Caribbean worldviews) via a talking bubble — never anthropomorphic.
- Science with soul: Every interaction is being validated by marine biologists to provide the most authentic experience possible.

Froggo Jump

Jan. 2022 - June 2022

Jump as far as you can! in Froggo Jump! Accompany Toño in this casual endless Jumper game, jump from one place to another while dodging obstacles, customize your frog and compete with your friends for the best score and be careful not to fall into the water!

You can see more of my job on my portfolio above

RECOGNITIONS / CERTIFICATES

Junior Researcher – Biofilia Alliance

Parque Explora & UPB · Aug–Nov 2024

- Engaging science communication: Techniques from Parque Explora now guide how I design narratives and tutorials in my VR experiences.
- Expert validation: Collaborated and learned from educators, scientists, and senior researchers across multiple disciplines and institutions.
- Ethical design: Emphasized representing nature with respect and accuracy, avoiding oversimplifications that could lead to misunderstanding.

Winner with Froggo Jump! - University Contest, *The program of design engineering in digital entertainment.*

June 2022

This was a contest organized by students and evaluated by professors of the program, where projects from all semesters were presented to choose the best one.

LANGUAGES

Spanish English

Native

Professional Working Proficiency