



## GAME DEVELOPER

### ABOUT ME

I am passionate about using my creative and technical thinking skills to their fullest extent while being part of a team. I love creating interactive content but especially videogames. My goal is to continue developing my skills and to create innovative and engaging experiences.

### BASED IN

Colombia

### PORTFOLIO

[WWW.SAMUELPALACIO.ME](http://WWW.SAMUELPALACIO.ME) 

### INTERESTS

Videogames, AR, VR,  
Interactive web pages.

### CONTACT

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[Linkedin Profile](#) 

# SAMUEL ANGEL PALACIO MESA

## EDUCATION

Universidad Pontificia Bolivariana

Engineer in Design of Digital Entertainment  
2019-2023


## TECHNICAL SKILLS

Unity- C# - Javascript - HTML- CSS -  
Maya - Three.js - Node.js- Firebase-  
Photon-Git

## SOFT SKILLS

- Team work
- Leadership
- Fast learner
- Problem solving
- Achievement orientation
- Creativity

## EXPERIENCE

- **Interactive developer at Newrona** 

January. 2023 - August. 2023 (7 months)

-Contributed to game support, enabling players to reconnect and sync the information to a started match in a gaming project using Photon and Unity.

-Implemented bug fixes and new features in several Unity projects

-Improved the web UI of a Three.js project and implemented features such as canvas drawing, undo/redo commands, screenshots, and camera controls.

-Developed metaverses using Unity and the Spatial platform.

-Implemented several AR projects using ZapWorks.

-Developed an interactive product customization webpage allowing users to personalize products according to their preferences.

- **Personal projects in Unity (2019-2022)**

## ENGLISH LEVEL

Advanced