



# Santiago Jimenez Ortega

Software Engineer

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STATEMENT

Systems Engineer aspiring to degree (academic pensum finalized), Developer with knowledge in HTML5, CSS3, JS, PHP, Relational Databases, Java, 3d Modeling in Blender and management of video game development engine platforms such as Unity and Unreal Engine 5.X I'am a hard worker, eager to learn a lot all the time and more.

LINKS

LinkedIn

<https://www.linkedin.com/in/santiagojimenez/>

GitHub

<https://github.com/SantiagoJimenezOrtega>

EDUCATION

Systems Engineering

Tentative grade in 2024

Aspiring Bachelor's Degree Computer Systems Engineering

Udemy

2023

Unreal Engine 5 y Blender de 0 a Profesional!

Udemy

Present

Desarrollo Web Completo con HTML5, CSS3, JS AJAX PHP y MySQL

SKILLS TRIDENT

Web Development

HTML/CSS/JS

React

Vue

Node.js

GraphQL

PostgreSQL

Nest.js

Three.js

Industry Knowledge

User Interfaces

Product Design

User Experience

Front-End

SaaS

Marketing Sites

Videogames development

Tools

Unreal Engine

Unity

Docker

Spline

LANGUAGES

Spanish

Native

English

Writing (Advanced), Listening (Advanced), Speaking (Advanced)

ADDITIONAL INFORMATION

Interests

Games development

Content creation

VR

Videogames

Startups

Indie Maker

Build in public

Mentorship

Blender

Currently learning

Three.js

Artificial Intelligence

UX/UI

3D modeling

WORK EXPERIENCE



Independent videogame development in Unreal Engine 5

Jan 2021 - Present

Tunja, Colombia (Remote)

• Independent

- Creation and design of storyboards
- Creation and design of concept arts
- Blueprints creation in Unreal Engine 5
- Realistic environments in Unreal Engine 5
- Animation in Unreal Engine 5
- Use of AI tools for royalty-free content generation to optimize development time



Bilingual Agent

Jul 2021 - Jul 2023

Tunja, Colombia (Remote)

• Teleperformance

- Customer Support Excellence
- Effective Communication Skills
- Problem Resolution Expertise
- Team Collaboration
- Performance Metrics Achievement
- Training and Mentorship



Junior Developer

Jan 2021 - Aug 2021

Tunja -Boyaca (Remote)

• CR grupo asegurador

- Design and development of applications for database organization.
- Web components design and implementation.



Junior Developer

May 2020 - Dec 2020

Tunja -Boyaca (Hybrid)

• IdeaSoft

- Design and develop Augmented Reality applications.
- Design and implement databases.
- Design and develop web pages.
- Use office automation tools.
- Drafting technical reports.



Junior Developer

Oct 2021 - Jul 2022

Tunja -Boyaca (On-Site)

• Agroinsumos para el campo

- Responsible for creating, maintaining and updating company's product database.

OTHER YEARS OF EXPERIENCE



Freelancer videogame developer in Unreal Engine 5

Jan 2021 - Present

Tunja, Colombia (Remote)

• Independent



Bilingual Technology Teacher for Middle School students

Ago 2023 - Present

Colombia (Online)

• Genuine Digital School



Freelancer Website Designer

Jan 2021 - Present

Tunja, Colombia (Remote)

• Independent