

# Jesús Daniel Díaz Pérez

Software Developer · IT Support · Educator · Content Creator

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## Professional Summary

Versatile professional with experience in software development, IT support, education, customer service, and digital content creation.

Expert in programming (C++, C#, Python), game development with Unity3D, technical support, and social media design.

## Experience

<b>Dazlab</b> , Game Developer	Remote
<ul style="list-style-type: none"><li>Tools: Unity3D, C#, Git</li><li>Development of modular systems and gameplay mechanics.</li><li>Writing technical documentation (GDD).</li></ul>	Dec 2024 – June 2025 7 months
<b>Universidad de Los Andes (ULA)</b> , Academic Teaching Assistant – Programming I & II	Mérida, Venezuela
<ul style="list-style-type: none"><li>Delivering theoretical and practical programming lectures.</li></ul>	Jan 2025 – present 1 year
<b>Freelance</b> , IT Support Specialist	Mérida, Venezuela
<ul style="list-style-type: none"><li>Hardware/software troubleshooting and LAN/Wi-Fi network configuration.</li></ul>	Jan 2018 – present 8 years
<b>Freelance</b> , Digital Content Creator	Remote
<ul style="list-style-type: none"><li>Tools: Photoshop, Illustrator, CapCut</li><li>Production of visual material and videos for social media.</li><li>Portfolio: <a href="https://www.behance.net/gallery/183360679/Social-Media-Fitness">https://www.behance.net/gallery/183360679/Social-Media-Fitness</a></li></ul>	Dec 2022 – present 3 years 1 month

## Education

<b>BS</b> <b>Universidad de Los Andes</b> , Systems Engineering	Mérida, Venezuela
	June 2024 – present
<b>AS</b> <b>UPTM Núcleo Bailadores</b> , Informatics Engineering (PNF)	Mérida, Venezuela
	Jan 2018 – Jan 2021

## Skills

**Programming Languages:** C, C++, C#, Python, Lua

**Tools:** Unity3D, SFML, Love2D, PyGame, Git, GitHub, JSON, Excel, Photoshop, CapCut

**Soft Skills:** Communication, empathy, adaptability, teamwork