

Valentina Restrepo Sánchez

Multimedia Engineer

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[Portfolio](#)

ABOUT ME

I am a Multimedia Engineering student at Universidad Militar Nueva Granada, passionate about web development, interactive environments, and creating innovative digital experiences. My background in computational and multimedia engineering allows me to develop intuitive interfaces optimized for user experience and integrate advanced technologies such as 3D graphics, educational video games, and interactive platforms. I specialize in applying programming, design, and project management to generate functional and impactful solutions, always with a focus on accessibility, inclusion, and technological innovation.

EXPERIENCE

Participation in Feria Blanca: Accessibility and Inclusion Neogranadina 2024

- Developed a video game focused on the inclusion of women in engineering, presented at Feria Blanca.
- Received recognition for the innovation of the proposal and its impact on raising awareness about accessibility and inclusion.
- Implemented interactive game mechanics that promote representation and visibility of women in engineering.

Clothing Collection Design for Blossom 2023

- Created exclusive designs for a new clothing collection for the Blossom brand, combining current trends with the company's identity.
- Developed patterns and graphics for garments using tools such as Illustrator and Photoshop.
- Coordinated the design process, ensuring a harmonious integration of concept, textures, and colors.

Visual Identity Design for a Painting Company (USA) 2023

- Designed the logo and visual identity for a U.S.-based painting company, ensuring a professional and attractive image.
- Applied graphic design principles and color theory to develop a coherent and brand-aligned identity.
- Delivered optimized files for print and digital platforms, ensuring versatility and quality.

Customer Service Representative – Call Center 2022

- Provided customer support in both English and Spanish, efficiently resolving inquiries and issues.
- Developed effective communication skills and conflict resolution in a fast-paced environment.
- Maintained high levels of customer satisfaction through personalized and proactive service.

PROJECTS

Chamber of Secrets (Video Game) 2024

- Developed an escape room-style video game in Unity designed to educate users on deceptive patterns in digital platforms. Implemented interactive mechanics that collected and analyzed user information, storing it in a database to personalize the experience. The game featured real-case-based scenarios and challenges, allowing players to identify and avoid deceptive practices while exploring and solving puzzles.

Tech Dreamer (video game) 2024

- Developed an educational video game featuring five mini-games covering design, programming, 3D modeling, animation, and technological research, highlighting women's contributions in these fields. Designed an intuitive interface to facilitate interactive learning and promote the visibility of historical and contemporary female achievements in technology.

Interactive 3D Web Environments with Three.js 2024

- Developed interactive web environments using Three.js, allowing users to customize 3D objects in real-time through a graphical user interface (GUI). Implemented advanced shape, color, texture, and animation adjustments, optimizing performance for a smooth and immersive experience.

GreenSense e-commerce

2023

- Developed an e-commerce platform for a temperature and humidity sensor, designing an intuitive interface and integrating a secure payment system. Implemented responsive design and features such as product management and user reviews, ensuring a seamless experience across all devices.

SKILLS

Development & Programming:	JavaScript, Python, C++, C#, PHP, SQL, HTML5, CSS3, THREE.JS.
Tools:	Visual Studio Code, Git, GitHub, Unity 3D, Maya, Blender, Figma, Illustrator, Photoshop, After Effects, Animate, Canva, Excel.
Languages:	Conversational English and Basic German.
Soft Skills:	Project Management, Critical Thinking, Adaptability, Assertive Communication, Problem Solving, Proactivity.

EDUCATION

Multimedia Engineering, Universidad Militar Nueva Granada.	2020 – 2025 (Expected)
High School Diploma, Colegio San Luis.	2017

COMPLEMENTARY EDUCATION

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- **Three.js** | Three.js Journey.
 - **JavaScript Fundamentals Course** | Platzi.
 - **Intermediate Excel Course for Analysts** | Platzi.
 - **Frontend Developer** | Platzi.
 - **Basic Programming Fundaments** | Platzi.
 - **Sass Fundaments** | Platzi.
 - **Responsive Design: Mobile First** | Platzi