Valentina Restrepo Sánchez

Creative Developer

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[Portfolio](#)

ABOUT ME

I am a Multimedia Engineering student at Universidad Militar Nueva Granada, passionate about web development and creating innovative digital projects. My training in computational and multimedia engineering standards enables me to design interactive interfaces optimized for user experience, integrating advanced technologies and realism. I focus on continuous learning to stay up-to-date with trends and technological tools, applying my skills in programming, design, and project management to create impactful solutions with social and ethical commitment.

EXPERIENCE

I have developed interactive web applications using HTML, CSS, and JavaScript, with a special focus on 3D web graphics using THREE.JS and Blender. My projects include the creation of custom 3D models and advanced visualizations, as well as the development of secure platforms and efficient data management systems with PHP and SQL. I have also designed and developed games in Unity, implementing dynamic elements and timing mechanisms.

PROJECTS

Tech Dreamer (video game)   2024
Description

- Developed a computer video game designed to inspire and educate women about female contributions to technology and multimedia design. The game includes five thematic mini-games covering design, programming, 3D modeling, animation, and technological research. Each mini-game offers an interactive and educational experience, highlighting historical and current achievements of women in these fields.

Achievements

- Developed five themed mini-games encompassing design, programming, 3D modeling, animation, and technological research.
- Highlighted the contributions of women in technology, promoting visibility of their historical and contemporary achievements.
- Designed an intuitive and dynamic interface that facilitates interactive learning and motivates players to explore various fields in technology and design.

Interactive 3D Web Environments with Three.js   2024
Description

- Developed various interactive web environments using Three.js, allowing users to manipulate and customize the properties of different 3D objects. Implemented advanced features such as adjusting object properties like shape, color, size, and particle effects, offering a highly engaging and dynamic user experience across multiple projects.

Achievements

- Designed and implemented interactive controls via GUI, enabling users to tweak object characteristics in real-time such as geometry, textures, animations, and more.
- Applied advanced 3D graphics techniques with Three.js to create visually striking and precise visualizations across different environments.
- Optimized code for real-time responsiveness and smooth performance, ensuring seamless user interaction across all web environments.

Pick Dash Web Game   2023
Description

- Conceptualized and developed an engaging Unity game that revolves around a distinctive concept where a pill strategically places diverse elements into a box. Unity's scripting capabilities allow me to implement dynamic and interactive gameplay elements, significantly enhancing the overall user experience.

Achievements

- Implemented a timer mechanism, adding an element of urgency and challenge to the game.
- Introduced cameras to provide players with dynamic perspectives, enhancing overall gameplay immersion.
- Successfully implemented a counter system that accurately tracks the number of elements placed in the box.

Tu Academia 2023
Description
- Led the development of a secure educational platform using HTML, CSS, and JavaScript, incorporating a robust CRUD system with PHP and SQL for efficient student data management. This platform, characterized by secure user authentication and dynamic content management, significantly streamlined the educational process, benefiting both administrators and students.

Achievements
- Successfully integrated HTML, CSS, JavaScript, PHP, and SQL to create a cohesive and functional educational platform.
- Demonstrated expertise in managing dynamic data through the implementation of a CRUD system.
- Showcased experience in creating a comprehensive educational platform with dynamic content management.

GreenSense 2023
Description
- Conceptualized and executed an e-commerce platform for an innovative temperature and humidity sensor, focusing on a user-friendly purchasing journey. My role encompassed everything from UI design to backend integration, ensuring a seamless and responsive experience across devices.

Achievements
- Successfully created a fully functional e-commerce platform from the ground up, integrating product details, user reviews, and a secure checkout system.
- Implemented a responsive design to ensure optimal user experience across various devices and screen sizes.

SKILLS

Programming Languages:	JavaScript, Python, C++, C#
Development:	HTML5, CSS3, THREE.JS.
Tools:	Visual Studio Code, Git, GitHub, Unity, Maya, Blender, Figma, Illustrator, Photoshop, After Effects, Animate, Canva.
Languages:	Conversational English, Native Spanish 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)

COMPLEMENTARY EDUCATION

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