

David Valderrama Mosquera
Unity Developer
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Pereira, Risaralda

Unity Developer, passionate about software development and creating interactive experiences. I have experience with Python, C#, Swift, and tools such as GitHub, Kali Linux, and Metasploit. I specialize in video game development, designing intuitive and engaging user experiences. I stand out for my teamwork skills, adaptability, service-oriented mindset, and continuous pursuit of learning. I design effective solutions and optimize computational processes with creativity and innovation.

Education

Generation Colombia February 2025 – April 2025
Jr. Unity Developer

Universidad Tecnológica de Pereira August 2022 - Present
Systems Engineering

Professional Experience

Teleperformance January 2022 – September 2022
Customer Service Representative

- I provided technical support and assistance to customers in resolving issues on digital platforms, enhancing their user experience.
- I managed inquiries, complaints, and requests with a focus on efficiency and customer satisfaction, ensuring effective and timely solutions.
- I led the successful implementation of call time improvements, achieving a 20% increase in customer satisfaction.

Projects

Zombie Run Project January 2025 – April 2025
Unity Developer

- I developed a video game using C#, creating a fun and engaging experience for users.

Technical Skills

- Unity | Python | C# | GitHub | Swift | Kali Linux | Metasploit |

Languages

- English (C2)
- Spanish (Native)