

David Valderrama Mosquera

Systems Engineer

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I am a system's engineering student passionate about software development and creating interactive experiences. I have experience in 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, and constant pursuit of learning. My service-oriented mindset allows me to deliver effective solutions and optimize computational processes with creativity and innovation.

Education

Generation Colombia

Unity Gamer Designer

Febrero 2025 - Present

Universidad Tecnológica de Pereira

Agosto 2022 - Present

Systems Engineer

Professional Experience

Teleperformance

January 2022 - September 2022

Customer Service Representative

- Provided technical support and assistance to clients in resolving issues on digital platforms, optimizing their user experience.
- Managed inquiries, complaints, and requests with a focus on efficiency and customer satisfaction, ensuring effective and timely solutions.
- I led the successful implementation of the time calls, achieving a 20% upgrade in the client's satisfaction

Technical Skills

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

Languages

- English(C2)
- Spanish (Native)

Projects

Generation Colombia, Bogotá Colombia

January 2025 - April 2025

Zombie Run Project

Developed a video game using C#, creating a fun and engaging game for users