

DAVID TRIANA

✉ davidgtriana.com | 📧 [REDACTED] | 📱 [REDACTED]

A passionate programmer highly skilled in design, proficient in multiple programming languages and development tools. Strong skills in graphical libraries and game engines, mainly focused on Unity. Possess special attention to developing algorithms following best practices of clean code as shown in projects that use ECS and AI concepts. Seeking to join a dynamic team in the gaming industry to create engaging and immersive experiences.

Technical Skills

- **Programming Languages:** C++ (2 years); Java (2 years); C# (1 year); Python (<1 year); Swift (<1 year);
Others: HTML, CSS, Javascript, XML, JSON.
- **Development Tools:** VS Code and Community, Eclipse, IntelliJ, Git, Adobe Suite, MS Office.
- **Engines & Libraries:** Unity, Java-Swing, LibGDX, Monogame, OpenGL, GLM, olcPixelEngine, Blit3D, Pygame, Swift-SpriteKit.
- **Languages:** English (Proficient), Spanish (Native).

Education

Game Development Advanced Diploma New Brunswick Community College

June 2023 | Miramichi, NB, Canada

- Developed the ability to create engaging and immersive game experiences by mastering game design concepts, including game mechanics, game levels, and game characters, and integrating them into a cohesive whole.
- Gained proficiency in essential programming languages such as C#, Java, and Python, as well as hands-on experience with Unity and C++, enabling the ability to develop interactive games from scratch.
- Acquired a strong foundation in game art and audio, including 2D and 3D art creation, as well as sound effects and music implementation, allowing for the creation of stunning visuals and immersive soundscapes that enhance the overall gameplay experience.

Business Communication Diploma - Greystone College

January 2021 | Vancouver, BC, Canada

Bachelor of Multimedia Engineering Militar University Nueva Granada

June 2018 | Bogota, Colombia

- Gained a strong foundation in graphic design, including creating attractive and effective visual designs for various media, from print to digital.
- Developed animation and video editing expertise, including 2D and 3D animation techniques.
- Acquired skills in programming, including writing code and developing software for various applications such as videogames, mobile applications, and websites.
- Developed a strong understanding of fundamental math concepts, including basic math, linear algebra, calculus, and physics, as well as project management skills, web development, and 3D modeling and rendering.

Professional Experience

Paper Education STEM Tutor

Montreal, QC, Canada
October 2022 - Present

- Assisted and guided students from different backgrounds adapting techniques to meet their unique needs. Focusing in mathematical areas from Algebra to Calculus and Computer Science topics such as programming languages, algorithms and data structures.
- Coordinated with other tutors and educators, increasing the enrollment and engagement of the students.
- Demonstrated exceptional teaching skills during a high demand from students across Canada and the US. Maintaining a 90% of student retention rate.

El Medio Comunica Communication Agency Digital Marketing Manager

Bogota, Colombia
March 2019 - January 2020

- Designed and developed visually appealing web pages for political and non-profit sectors, effectively conveying their message and brand image to their target audience.
- Created successful digital marketing campaigns for political clients during election cycles, utilizing various social media platforms and advertising tools to achieve high engagement and conversion rates.
- Developed and executed comprehensive branding strategies for clients, including the design of logos, presentations, and other marketing materials, resulting in increased brand recognition and a strong online presence in short period.