Carlos Felipe García Quiroga

Multimedia Engineer

Woodinville, WA - Email me on Indeed: indeed.com/r/Carlos-Felipe-Garcia-Quiroga/20d21721755e85af

I´m Carlos Felipe Garcia Quiroga, I graduated in August 2016 as Multimedia Engineer from Universidad San Buenaventura in Cali, Colombia. I´m looking for job opportunities in the EE.UU to boost my career as engineer, with special interest in game development. My goal, working in the EE.UU, is to specialize as game programmer studying in the Academy of Interactive Entertainment located in Seattle.

I define myself as a recursive and responsible person with the ability to learn new skills quickly. My understanding of English is high, my ability speaking the language is more at an intermediate level, but is good enough to keep conversations and express ideas and opinions.

Willing to relocate to: Seattle, WA - California - Texas

Sponsorship required to work in the US

WORK EXPERIENCE

Freelance, Game Developer

EL BUS interactivo - November 2016 to November 2016

Developed advertisement game with Unity and Kinect.

Freelance, WordPress developer

Canon Law Conference in Cali   -   CO - September 2016 to October 2016

Web page development for the 2016 Canon Law Conference in Cali, Colombia
● Managed Web page content.

Internship, Game Developer

EL BUS interactivo, Cali   -   CO - March 2015 to September 2015

C# Programmer.
● Developed advertisement games with Unity and Kinect.

Freelance, Video Editor

CO - March 2013 to March 2013

Organized camera footage, dialogue, sound effects and graphics.
● Edited video and audio using Adobe Premier Pro.

EDUCATION

Multimedia Engineering

Universidad de San Buenaventura
August 2016

SKILLS

3D modeling (Less than 1 year), Blender (Less than 1 year), C# (1 year), HCI (Less than 1 year), UX (Less than 1 year), Adobe illustrator (2 years), Unity (1 year), Adobe Premiere pro (2 years), Adobe Photoshop (1 year), Adobe After Effects (Less than 1 year)

ADDITIONAL INFORMATION

Skills:
- C#
- Unity
- Processing IDE
- Adobe Software Suite
- Blender
- HCI
- UI/UX