

Jose David Carranza Angarita

Unity Developer

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Aguachica, Cesar

I am a video game developer with experience in Unity, passionate about problem-solving and continuous improvement. I stand out for my proactivity, attention to detail, and growth mindset. My studies have allowed me to strengthen both my technical and soft skills, preparing me to face challenges in software development and agile methodologies implementation.

EDUCATION

Universidad Nacional Abierta y a Distancia - UNAD

06/02/2023 – En curso.

Systems Engineering

Generation Colombia, Bogotá, Colombia

16/01/2025 – 10/04/2025.

Unity Developer

Alura Latam.

05/02/2025.

Personal Development

Servicio Nacional de Aprendizaje - SENA

02/02/2021 - 07/11/2022.

IT Technician

PROJECT EXPERIENCE

Tiempos Pasados

Rol: Unity Developer – UI/UX

- Designed and implemented the user interface, ensuring an immersive and seamless experience.
- Collaborated on the integration of game mechanics and optimized navigation.
- Contributed to the artistic direction and visual representation of the game's metaphor, conveying the weight of the past through interaction and design.

Parasite Invasion

Rol: Mechanics Programmer

- Developed game mechanics, ensuring a fluid and challenging experience.
- Implemented the player shooting and movement system, balancing gameplay for dynamic action.
- Collaborated in the integration of power-ups and visual effects to enhance player immersion.

SKILLS

- C# | Unity | JavaScript | HTML | Css | Git | GitHub | Visual Studio Community | Visual Studio Code | Trello | Windows | Linux

LANGUAGES

Spanish (Native)