**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**

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**PROJECT EXPERIENCE**

[**Tiempos Pasados**](https://josedavdmast3r.itch.io/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](https://josedavdmast3r.itch.io/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)