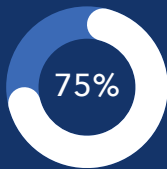## PROFESSIONAL PROFILE

Multimedia Engineering focused on the development of interactive experiences and the creation of innovative solutions. Passionate about integrating technology and design in 2D, 3D, AR, and VR projects, with experience in web development.

HABILIDADES

90%
UNITY
(2D/3D, AR, VR)

75%
C#

50%
WEB DEVELOPMENT
(HTML, CSS, JAVASCRIPT, REACT, TAILWIND, FIREBASE)

85%
DISEÑO UI/UX

- Programming
- Adobe Suite (Photoshop, Illustrator, After Effects)
- Adaptability
- Teamwork
- Leadership
- Communication Skills

KEVIN ANDRES VELASCO PEREZ

MULTIMEDIA ENGINEERING

✉ kevinvelasco1608@gmail.com   📞 (57) 322 657 1892

PROJECTS

UAO Vision Home

Academic Project - Virtual Reality

- I developed a virtual reality experience for the visualization and customization of homes, allowing users to modify elements such as wall colors, materials, and furniture layout in real-time. I implemented advanced VR technologies to transform the real estate buying experience. Watch the gameplay here

Calvo Duty

Academic Project - Third-Person Shooter

- I designed and implemented the Heads-Up Display (HUD), including buttons, banners, and visual elements using Illustrator. I developed a dynamic character customization system using ScriptableObjects, allowing for the selection and modification of outfits. Additionally, I designed a special shader that functions as a "wallhack," activated by an "ultimate" ability after 5 eliminations. Watch the gameplay here

La Maldición del Buziraco

BootCamp IA Games Cali 2024 - Horror Adventure

- I programmed enemy behaviors (zombies, screamers, and the fire-breathing Buziraco) and worked on their animations to enhance the game's eerie atmosphere. I also implemented NPC dialogues, puzzles, and designed the HUD, including health, damage effects, and the main and in-game menus. Watch the gameplay here

PROFESSIONAL EDUCATION

Multimedia Engineering

Universidad Aútonoma de Occidente | 2021- In progress