

Michael Estiven Reyes Escobar

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Education

- San Buenaventura University**, BS in Multimedia Engineering – Cali, VAC, Colombia Feb 2021 – Nov 2025
- GPA:4.4/5.0, Working on the creation of multimedia applications, focused on the design and development of video games, web development and backend systems

Experience

- Technology and computer science teacher**, Coorporacion Psicopedagogica del Valle – Cali, VAC, Colombia Apr 2024 – Jan 2025
- Technology and computer science teacher focused on the development of mobile applications using languages such as Kotlin and technologies such as Jetpack Compose.

- Volunteer**, Microsoft – Remote June 2021 – May 2024
- Beta Microsoft Learn Student Ambassadors
 - Developing applications using backend development technologies with languages such as C# and frameworks such as .NET.

Projects

- City Builders** June 2024 – Sept 2025
- A serious game focused on preserving the tangible cultural heritage of the municipality of Bugalagrande
- Thesis submitted as partial fulfillment of the requirements for the degree of multimedia engineer

- Cholao** Nov 2025
- Video game submitted for the Cali Game Jam
- Winning video game for best use of theme at the third edition of Cali Game Jam

- Chibchacum y chuenza** Feb 2026 – Feb 2026
- Videogame created for the Global Game Jam 2026

- Triggerito** Feb 2026 – present
- A urls Shortening service and Github - Discord relay
- It's a backend and fronted project created with go and vue

Skills

Programming: Proficient in C#, Go, JavaScript and Git and use of database engines such as Postgresql, mySql; good knowledge of web, application and video game development

Mathematics: Good understanding of calculus, and linear algebra

Languages: English (Basic), Spanish (native)