Samuel Esteban Acosta Gaviria

GAME DEVELOPER

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🌐 [Portfolio](#)

SUMMARY

Game developer with hands-on experience in Unity and C#, working as a generalist developer on self-published projects for desktop and WebGL platforms. With a background in audiovisual and multimedia communication, I bring a multidisciplinary perspective that blends narrative, visual, and cinematic sensibilities to enrich the player experience through diverse creative approaches.

Driven by a passion for interactive media and its expressive potential, I am looking to join a team where I can grow professionally and contribute both technical skills and creative insight.

SKILLS & ABILITIES

Languages & Engines:
- Advanced proficiency in Unity. 2 years of experience with C# and solid understanding of object-oriented programming, events, and design patterns.

Tools & Version Control:
- Familiar with Git and version control workflows using GitHub and GitHub Desktop.

Visual & Multimedia Design:
- Advanced skills with Adobe Creative Cloud, including Photoshop, Illustrator, Audition, Premiere Pro, and After Effects.
- Intermediate knowledge of 3D modeling and texturing with Blender.

Languages:
- Advanced English – excellent reading comprehension and strong conversational skills.
- Native Spanish.

RELEVANT EXPERIENCE

Times Like These (2024) — Generalist Developer
Status: Alpha released
Tools: Unity3D, URP, Shader Graph, MagicaVoxel, Blender
Description: First-person exploration game in the Slow Gaming genre, reflecting on existential themes through the lens of absurdist philosophy. I contributed to all areas of development: programming, 3D art, level and mechanics design, narrative, sound, and overall direction
Recognition: Honorable Mention – University of Antioquia
Platforms: Windows, WebGL

El Jardin de Edgar (2022) — Generalist Developer
Status: Full game released
Tools: Unity2D, C#, Fungus, A* Pathfinding Project
Description: Point-and-click narrative game inspired by the works of Edgar Allan Poe. I led the core development and was responsible for scripting, sound design, and overall gameplay flow
Recognition: Selección oficial en el XXII Festival Internacional de la Imagen (2023)
Platforms: Windows, MacOS, WebGL

EDUCATION

B.A. in Audiovisual and Multimedia Communication
University of Antioquia
August 2018 — November 2024

Graduated with Honorable Mention