Deivid Eduardo Guarín Tovar
Junior Unity Developer – Software Programming Technician
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Bogotá, Colombia

Professional Summary
Software programming technician-in-training with hands-on backend and frontend experience. Proficient in API development, database management, and UI implementation.
Also a Unity developer and 3D artist skilled in asset creation, level design, and animation. Fuses technical and artistic strengths for immersive digital experiences.

Technical Skills
Languages: JavaScript, HTML, CSS, C# (basic)
Tools: Postman, XAMPP, MySQL Workbench, Visual Studio Code, GitHub
Game Dev: Unity, Blender (intermediate), Roblox Studio
Design: Trello, Krita
Database: MySQL

Projects
Infinity Abyss   August 2019 – Present
Level design, 3D assets, gameplay mechanics in Blender.
Arepa Rush   March 2025 – April 2025
3D assets, UI, rigging, animation in Blender and Unity.
Minimarket API – SENA   March 2025
Full-stack project using JavaScript, MySQL, XAMPP, Postman.
Memories Remain   March 2025
Illustration, UI art, and storytelling visuals.
Don't Break It!   February 2025
3D modeling, animation, and Unity integration.

Education
SENA, Colombia — Software Programming Technician (Productive stage)   May 2024 – Present
Generation Colombia — Junior Unity Developer   January 2025 – April 2025
SENA, Colombia — Character Illustration in Digital Media   January 2024 – May 2024
SENA, Colombia — English does work 1 – 13   June 2020 – March 2024

Professional profile

Junior Unity Developer and technician in training in software programming in search of a job opportunity to complete my SENA Productive Stage. I combine technical knowledge with creative skills in game development, focusing on Unity, backend/frontend programming, 3D design, and database management with MySQL. Eager to learn, contribute and grow in a collaborative environment.

Languages
Spanish (Native)
English (C1)