Deivid Eduardo Guarín Tovar

Desarrollador de Videojuegos

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Bogotá, Colombia

Passionate about creating digital worlds and interactive experiences. Specialized in C# and Unity, combining programming with visual art to develop immersive games. Skilled in creativity, adaptability, and attention to detail, with a strong orientation towards teamwork and achieving results.

Educación

Generation, Colombia	January 2024 – Present
Junior Unity Developer	
SENA, Colombia	May 2024 – Present
Software Programming Technician	
SENA, Colombia	January 2024–May 2024
Character Illustration in Digital Media	

Work Experience

NeuroCube   August 2019 – Present

3D Designer

• Modeled, textured, and optimized assets in Blender.

• Designed environments, relics, and weapons with a focus on real-time performance.

Optimized gameplay and level design in Roblox Studio, achieving over 17,000 visits and 655 favorites on the platform.

Projects

Infinity Abyss   August 2019 – Present

3D & Level Designer

• Created environments, relics, and enemies in Blender for an exploration game inspired by Made in Abyss.

• Implemented progression and trading mechanics, improving replayability and depth.

Memories Remain   March 2024 – March 2024

Game Developer & 2D Artist

• Created promotional illustrations and additional art assets.

Don't Break It   March 2024 – March 2024

Game Developer & Designer

• Created all 3D assets, animations and art.

Habilidades Técnicas

• Unity, C#, Blender, MySQL, Roblox Studio, GitHub.

Idiomas

• Español (Nativo)

• inglés (C1)