

Daniel Andrés Jaramillo Cuervo

Unity Developer

+57 3014390049 | daniandres198@gmail.com | LinkedIn | Portfolio

Envigado, Colombia

I am a digital entertainment design engineer with an emphasis on video games, with experience in the Unity engine and C#. I have had the opportunity to participate in different editions of the Global Game Jam, creating games and experimenting with the engine, always in the role of game designer and game developer. I also have experience developing for various platforms such as PC, mobile, and VR/AR. I bring empathy and proactivity to every project I undertake, always seeking to learn and grow as a video game developer.

EDUCATION

Generation Colombia

April 2025 – Present

Junior Unity Developer

Pontifical Bolivarian University

January 2017 – December 2024

Digital Entertainment Design Engineer

WORK EXPERIENCE

Blowing Breeze Studio

June 2023 – August 2024

Programmer

- Programmed the core mechanics of a game developed from scratch in C#.
- Created a modular algorithm for the base tile mechanic of the entire game, facilitating the development and implementation of future levels.
- Integrated backend platforms like PlayFab, optimizing systems such as authentication, in-game currency management, player inventory, and daily login rewards.
- Version management for publishing on Play Store and App Store.
- Testing of new implemented mechanics and bug fixing.
- Designed mechanics for new minigames
- Localization.

PROJECTS

Exodus studios (Legends of Plunderers)

June 2022 – January 2023

Unity Programmer

- Developed game mechanics, enemy behavior, animation programming, and localization.

SKILLS

- C# | Unity 3D/2D | Blender | HTML | CSS | Photoshop |

LANGUAGES

- Spanish (Native)
- English (B2)