

Juan Pablo Aragón Salinas

Multimedia Engineer | Bogota, Colombia

+57 3214648366 | juan.aragon.ps@gmail.com | [LinkedIn](#) | [Portfolio](#)

Professional Profile

Multimedia Engineer, Game Developer, and 3D Artist. I integrate technical precision with art direction to create immersive experiences and gamification systems. I possess advanced command of the production pipeline (Unity, Unreal Engine, Blender, Maya, ZBrush, Substance Painter), specializing in mechanics programming (C#, C++) and asset optimization for real-time engines. I am looking to contribute my technical and artistic experience to a video game development team as a Junior Unity Developer or 3D Artist.

Work Experience

Interactive Experience Developer | Menugrafia | *Aug 2020 – Mar 2023*

- Led the design and programming of game mechanics (core loops) for corporate induction systems.
- Applied video game UI/UX principles to transform traditional training into immersive experiences, significantly increasing user retention and engagement.

Productions

Romance Protocol | GameJam (36 Hours) | *Project Lead, Programmer, Environment Artist*

- Developed the architecture in Unity (C#), AI systems, and level design for a subverted shooter, balancing technical performance with visual environment cohesion.

Rumbo a la Cama | GameJam (48 Hours) | *Project Lead, Programmer, Environment Artist*

- Programmed core mechanics for mass manipulation and dynamic physics. Crafted and optimized 3D assets and lighting to create a functional and immersive dark atmosphere.

Khepri's Fountain | Into Games | *2D/3D Artist*

- Created a stylized 3D diorama optimized through rigorous retopology and efficient texture mapping.
- Full integration in Unreal Engine 5, using post-processing tools for lighting and real-time VFX.

Education

- **Junior Unity Developer** | Generation Colombia | *Jan 2026 – May 2026*
- **3D Environment Art Design** | Into Games, UK | *May 2024 – Jul 2024*
- **Multimedia Engineering** | Universidad Militar Nueva Granada | *2012 – 2018*

Skills & Languages

- Unity | Unreal Engine | Blender | Autodesk Maya | Substance Painter | ZBrush | Photoshop | C# | C++ | GitHub
- English (B2) | Spanish (Native)