

# Juan Pablo Aragón Salinas

Multimedia Engineer | Bogota, Colombia  
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## 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.

## Work Experience

**Interactive Experience Developer** | Menugrafía | 08/2020 – 03/2023

- 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 | 01/2026 – 05/2026
- **3D Environment Art Design** | Into Games, UK | 05/2024 – 07/2024
- **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)