

# Juan Jose Acosta Burbano

Software and Unity Developer

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Pasto, Colombia

## PROFILE

Engineer with experience in data analysis and project management, currently focused on interactive software and video game development. I possess strong knowledge in C#, Unity, Python, and JavaScript, having applied these skills in designing and implementing game mechanics and project structures. My background provides me with strong logical thinking, initiative, organizational skills, and the ability to work autonomously to generate effective solutions.

## EDUCATION

*Servicio Nacional de Aprendizaje (SENA), Pasto, Colombia* **July 2025**  
**Software Programming Technician**

*Generation, Pasto, Colombia* **June 2025**  
**Junior Unity Developer**

*Escuela Politécnica Nacional, Quito, Ecuador* **April 2023**  
**Petroleum Engineer**

## PROFESSIONAL EXPERIENCE

*PETROLIA, Quito, Ecuador* **August 2022 – December 2022**  
**Field Intern**

- Supervised and optimized field operations, ensuring safety and efficiency standards, and analyzed over 250 production data points to generate strategic reports.

*REPSOL, Quito, Ecuador* **February 2022 – August 2022**  
**Stakeholders Intern**

- Assisted teams in using new report tracking software, optimizing data presentation and supporting stakeholder communication by 20%.

## KEY PROJECTS

*Escuela Politécnica Nacional, Quito, Ecuador* **January 2022 – November 2022**  
**Graduation Project**

- Designed a geothermal power system (up to 1 MW per well) using abandoned oil wells.

**Free your Skull** **June 2025**

*2D Pixel Art Game in Unity – Personal Project.*

- Designed and developed a 2D pixel art game in Unity. Implemented player mechanics, 2D Animation with C#.

## TECHNICAL SKILLS

- Unity | Python | C# | JavaScript | HTML | GitHub | Power BI | MS Office | SQL | Data Processing.

## LANGUAGES

- Spanish (Native)
- English (B2 Upper-Intermediate)