

# Sergio Andrés Sánchez Ortega

Bogotá, Colombia | sergio.sanchez6040@gmail.com |  Portfolio |  LinkedIn |  Github

## Profile

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Multimedia Engineer specialized in **video game and application development**. I am passionate about learning, facing challenges, and finding innovative solutions. I have knowledge in software design and development, including **design patterns** and **Network Programming**, as well as experience as a **3D generalist**. I have worked on gamification projects and development with **AR and VR** technologies. I consider myself a collaborative leader, committed to team growth and willing to support its members. Currently, I am learning new and diverse technologies to expand my skills and add more value to the projects I am involved in.

## Skills

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**Programming** C#, C++, Javascript, Python, Java, Swift

**Game Engines** Unity, Unreal Engine 5, Phaser, Three.js

**3D** Blender, Maya

**Devices** PC, Mobile, Web, VR, Consoles

**Databases** Firestore, MongoDB

**APIs** UGS, Photon, Google Play, Firebase

**Version Control** Git, GitHub, Plastic SCM

## Experience

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**Unreal Engine Programmer**, Teravision Games – Bogotá, Colombia July 2022 – January 2023

- This internship provided me with a solid foundation in video game development, including mastering Unreal Engine, programming in C++, and understanding the development pipeline fundamentals.
- Worked on proprietary projects using these tools.

**Unity Developer**, Teriun Games – Bogotá, Colombia Feb 2024 – January 2025

- Unity 3D, Photon Fusion, Unity Gaming Services, Admob, Firebase.
- Development of mobile video games.

## Education

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**Universidad de San Buenaventura**, Multimedia Engineering 2019 – 2023

- During my Multimedia Engineering degree, I studied web application development, video games, and VR, AR, and MR applications. I gained experience as a 3D generalist with the Maya suite. My final project was a motion capture system using Kinect One, integrated with a PyMel plugin.

**Fundación MLDM and Livevox**, React JS Diploma June 2022 – October 2022

- Diploma in web application development with React, covering topics such as APIs, hooks, CSS libraries, and styles.

**Generación Colombia**, Unity Developer Bootcamp April 2023 – July 2023

- In this bootcamp, I significantly improved my skills as a developer, learning about design patterns and various Unity tools. I participated in 4 game jams, developing exciting projects that allowed me to apply my knowledge in challenging and creative environments.

**Universidad Nacional de Colombia and Atenea**, Digital Animation Diploma Jun. 2024 – Sep. 2024

- Advanced diploma in digital animation using Blender. This diploma covered 3D modeling, texturing, rigging, and animation techniques, culminating in a high-level final project.

## Languages

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**Spanish:** Native. **English:** B2 - Professional