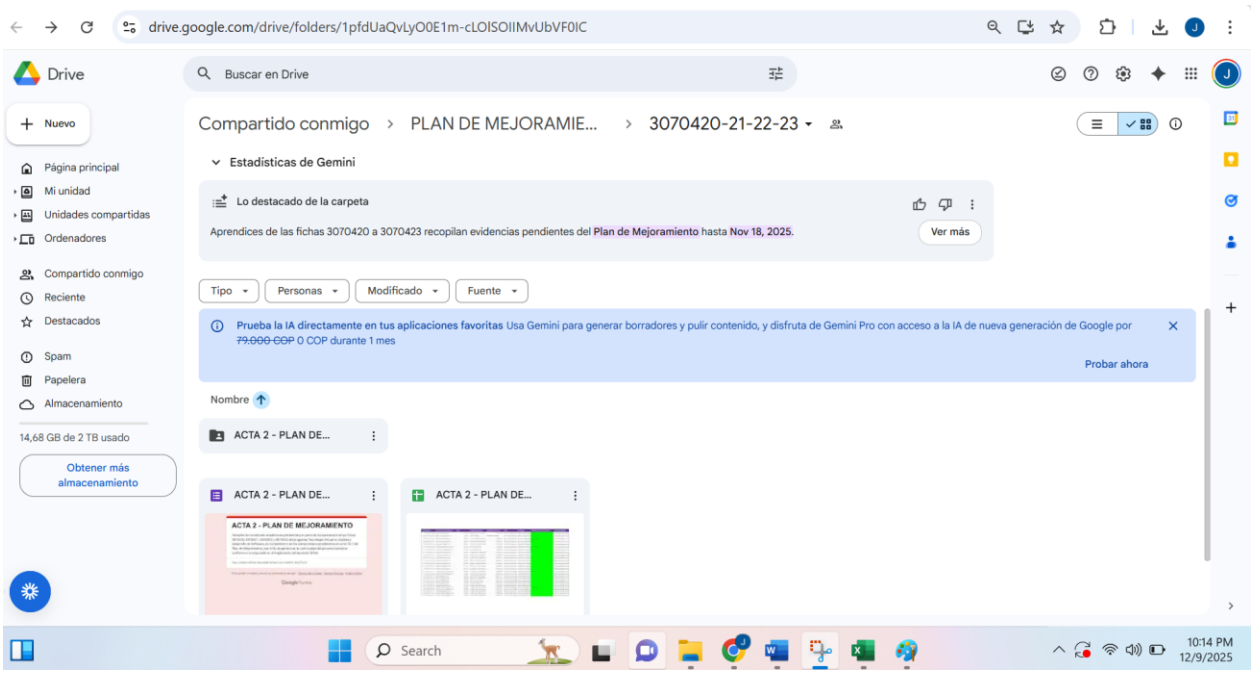
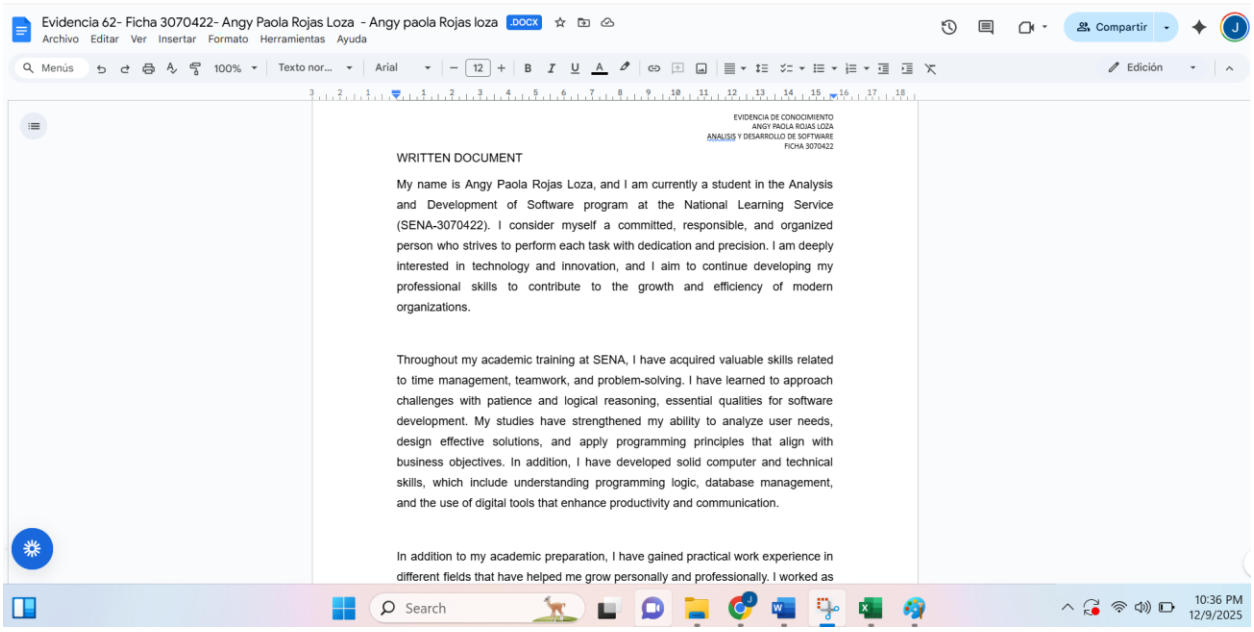
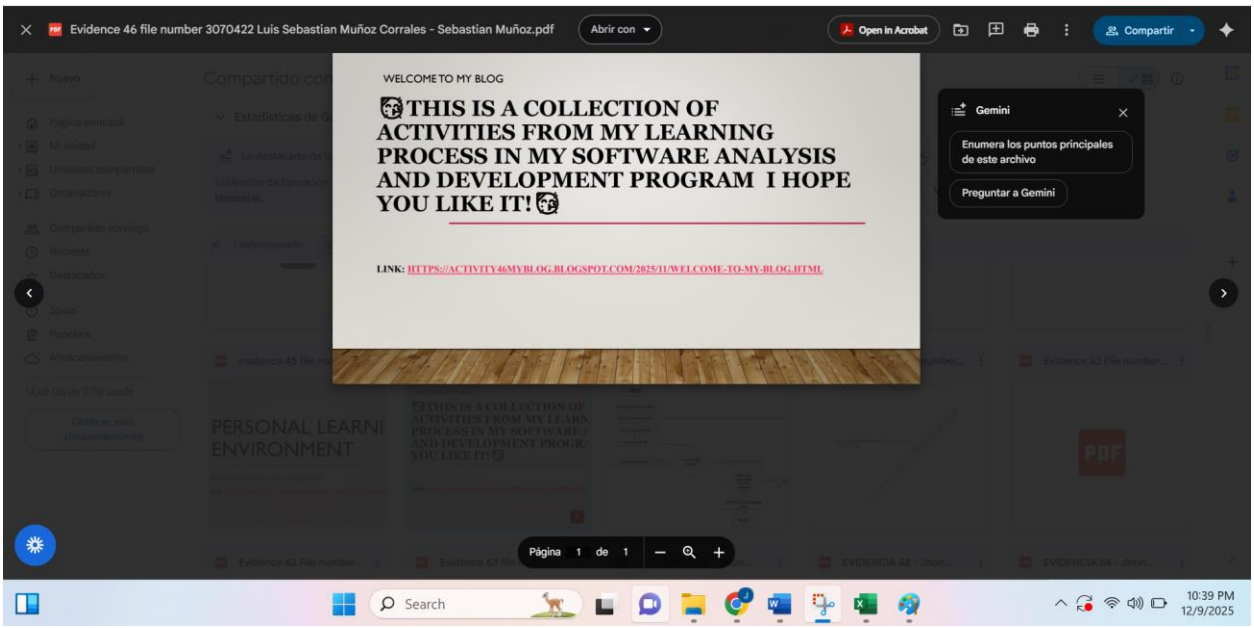
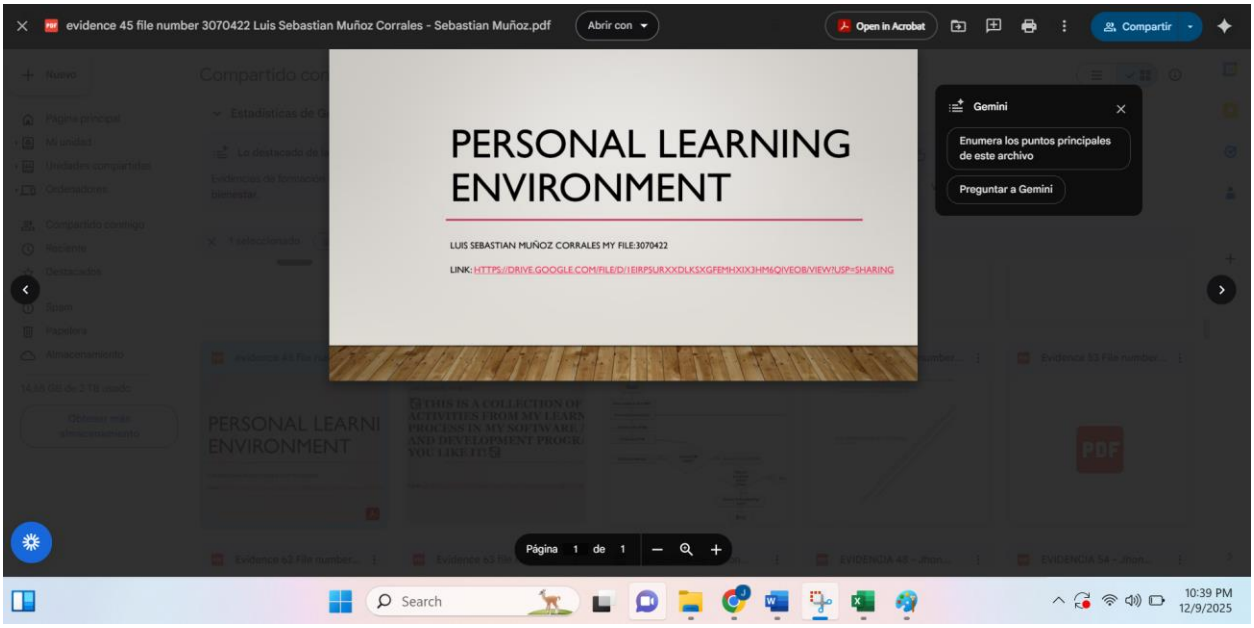
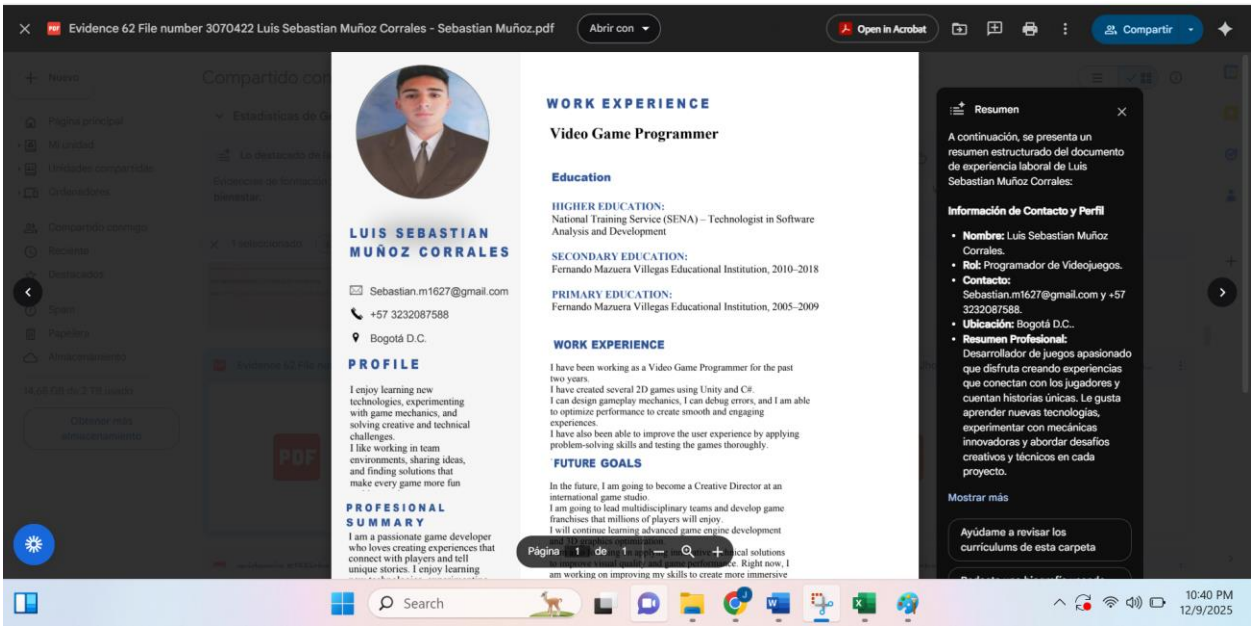

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ANGY PAOLA ROJAS LOZA
ANALISIS Y DESARROLLO DE SOFTWARE
FICHA 3070422
WRITTEN DOCUMENT
My name is Angy Paola Rojas Loza, and I am currently a student in the Analysis and Development of Software program at the National Learning Service (SENA-3070422). I consider myself a committed, responsible, and organized person who strives to perform each task with dedication and precision. I am deeply interested in technology and innovation, and I aim to continue developing my professional skills to contribute to the growth and efficiency of modern organizations.
Throughout my academic training at SENA, I have acquired valuable skills related to time management, teamwork, and problem-solving. I have learned to approach challenges with patience and logical reasoning, essential qualities for software development. My studies have strengthened my ability to analyze user needs, design effective solutions, and apply programming principles that align with business objectives. In addition, I have developed solid computer and technical skills, which include understanding programming logic, database management, and the use of digital tools that enhance productivity and communication.
In addition to my academic preparation, I have gained practical work experience in different fields that have helped me grow personally and professionally. I worked as
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LUIS SEBASTIAN MUÑOZ CORRALES
Sebastian.m1627@gmail.com
+57 3232087588
Bogotá D.C.
PROFILE
I enjoy learning new technologies, experimenting with game mechanics, and solving creative and technical challenges.
I like working in team environments, sharing ideas, and finding solutions that make every game more fun
PROFESIONAL SUMMARY
I am a passionate game developer who loves creating experiences that connect with players and tell unique stories. I enjoy learning
WORK EXPERIENCE
Video Game Programmer
Education
HIGHER EDUCATION:
National Training Service (SENA) – Technologist in Software Analysis and Development
SECONDARY EDUCATION:
Fernando Mazuera Villegas Educational Institution, 2010–2018
PRIMARY EDUCATION:
Fernando Mazuera Villegas Educational Institution, 2005–2009
WORK EXPERIENCE
I have been working as a Video Game Programmer for the past two years.
I have created several 2D games using Unity and C#.
I can design gameplay mechanics, I can debug errors, and I am able to optimize performance to create smooth and engaging experiences.
I have also been able to improve the user experience by applying problem-solving skills and testing the games thoroughly.
FUTURE GOALS
In the future, I am going to become a Creative Director at an international game studio.
I am going to lead multidisciplinary teams and develop game franchises that millions of players will enjoy.
I will continue learning advanced game engine development
Página 1 de 1
Resumen
A continuación, se presenta un resumen estructurado del documento de experiencia laboral de Luis Sebastian Muñoz Corrales:
Información de Contacto y Perfil
Nombre: Luis Sebastian Muñoz Corrales.
Rol: Programador de Videojuegos.
Contacto: Sebastian.m1627@gmail.com y +57 3232087588.
Ubicación: Bogotá D.C..
Resumen Profesional: Desarrollador de juegos apasionado que disfruta creando experiencias que conectan con los jugadores y cuentan historias únicas. Le gusta aprender nuevas tecnologías, experimentar con mecánicas innovadoras y abordar desafíos creativos y técnicos en cada proyecto.
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