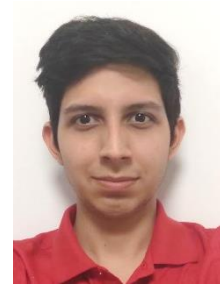


Juan Camilo Osorio Arizabaleta

Game Design Student
Level Designer & Artist



PERSONAL INFORMATION

Birthdate 03.04.2001
Place of Residence Berlin, Germany
Mobile phone (+49) 017628699476
E-mail juanosorio198@gmail.com
Portfolio <https://juancaosorio.wordpress.com/>

EDUCATION AND TRAINING

01/09/2019 – Present Bachelor of Arts (B.A.) in Game Design
University of Europe for Applied Sciences, Berlin, Germany
01/09/2005–29/06/2019 Academic baccalaureate
Colegio Berchmans, Cali, Colombia
04/09/2016 – 04/02/2017 Exchange programme
Sir John A. Macdonald High School, Halifax, Canada

PERSONAL SKILLS

Mother tongue

Spanish

Other languages

English: Full professional proficiency

German: Good Understanding

Software knowledge

Unity – ●●●●○

Microsoft Office – ●●●●○

Adobe CC – ●●○○○

Clip Studio Paint – ●●●●○

Unreal Engine – ●○○○○

Blender – ●●●○○

Autodesk Maya – ●○○○○

OBS – ●●○○○

Programming Languages

C# - Basic level of coding

Soft skills

Creativity, Curiosity, Problem Solving,
Teamwork, Adaptability, Flexibility.

Affinities

Game Design, Level Design, Illustration,
Concept Art, 2D Art.

GAMES

Feb. 2022: *Dimension Shifter:*

Puzzle-platformer Game.

Game Design, Level Design, Code.

Jun. 2021: *Dead Weight:*

GMTK Game Jam 2021 with topic "Joined
Together": Rank #605 out of 5784.

Environment Art, Level Design, VFX Art.

Jan. 2021: *Process Artificial:*

Metroidvania Game.

Game Design, Level Design

Berlin, 24.05.2022