

CONTACT



+57 (311) 252 33 42



contact@christianbodensiek.com



www.christianbodensiek.com



Bogotá, Colombia

PERSONAL

EKJUNAL

Birthday : 4th December 1989

Relationship : Single

Nationality : Colombian/German

Languages : English, Spanish

Learning : Japanese, German

AWARDS



Best Game Project

Time Lab Disaster - El Bosque University

Best Game Design

Time Lab Disaster - LATAM Game Idol

Winner: Extended Program

Fantasy Soccer - Jumpcamp

Best Colombian Game GGJ

Nerf Me Plz, I'm too OP - Global Game Jam

INTERESTS



- Music
- ► Video Games
- ► Anime
- ▶ Traveling

CONNECT



twitter.com/McCABR



facebook.com/McCABRUS



linkedin.com/in/bodensiek

CHRISTIAN BODENSIEK

GAME & WEB DEVELOPER

PROFILE



Multimedia Engineer, 3D/Web Designer and programmer with an emphasis on Game Development, located in Bogotá, Colombia. Passionate in Game Development, a collaborative person with excellent analytical skills, teamwork and continous learning abilities.

WORK EXPERIENCE





SENIOR DEVELOPMENT ENGINEER

IAm Studio. Bogotá, Colombia. Web applications Front-End developer.



TECHNICAL GAME DESIGNER

BIOSTORM ENTERTAINMENT LLC. Miami, FL. USA. Programming in video game design.



TECHNICAL GAME DESIGNER

JASA GAMES. Bogotá, Colombia. Game design, UI and web developer.



DEVELOPMENT ENGINEER

MULTIMEDIA SERVICE SA. Bogotá, Colombia. Creation and improvement of web applications, oriented in E-Learning.



PROGRAMMING AND INNOVATION DIRECTOR

FOCO URBANO SA. Bogotá, Colombia. Plann and manage the company web page and its applications.

EDUCATION

Education

MULTIMEDIA ENGINEERING

UNIVERSIDAD MILITAR NUEVA GRANADA Bachelor's degree.

GAME DEVELOPMENT STRENGTHENING PROGRAM

LOS ANDES UNIVERSITY Game development comprehensive program.

DEGREE IN VIDEO GAME DEVELOPMENT

EL BOSQUE UNIVERSITY Specialized course in game development production.

DEGREE IN PROJECT MANAGEMENT

UNIVERSIDAD MILITAR
NUEVA GRANADA
Specialized course in project
management using the PMI methodology.

PROFESSIONAL SKILL



UNREAL ENGINE

JS/HTML/CSS

MAYA



AFTER EFFECTS

C++/C#

UNITY 3D

