



Subject Delta
digital development

Diego Cruz

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I am a digital designer with experience in illustration, development of Mix reality, and video games. My purpose is to continue growing professionally in order to deliver more satisfying experiences in this wonderful field of digital arts.

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🔗 Experience

Freelance

I've had the opportunity to develop a brand for small entrepreneurs and startups. From conceptualization to logo production with its respective identity manual.

2012, 2015, 2019

Muralia

During my working period, I held the position of designer. My duties were designing virtual reality and augmented reality experiences, also 360 tours, prop modeling and creation of instructional videos.

March 2020 - 2022

Securitas Colombia

I work as a graphic designer for the marketing and communications area, creating internal and external content, managing the company's brand guidelines, in order to maintain a uniform design language.

January 2023 - June 2024

🎓 Education

Technician in Graphic Design (SENA)

Preparation and elaboration of arts for graphic production. Completion of arts and assemblies, photo editing and illustration.

April 2007 - 2008

Product Design Technologist (SENA)

Approach and planning of a product, concept design, contextualization, industrial production, costs.

July 2014 - 2016

Technician in Video Game Development (Academia de Artes Guerrero)

Planning, design and production of video games using the Unity and Unreal Engine environment design.

August 2018 - 2021

Google UX Design Professional Certificate (Coursera)

Development of digital product according to the user experience. App and web design.

January 2023 - January 2024

🌟 Software



Xd

Ae

Ai

Ps



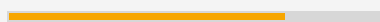
UNREAL
ENGINE



👉 Skills



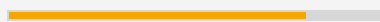
Attitude



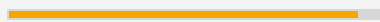
Learning



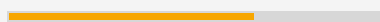
Teamwork



Dedication



Patience



🌐 social network



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