GITHUB

Adept_keycap;

www.adeptkeycap.developer.com +573213122261 juanpacorrea2002@hotmail.com Medellin-Colombia

GITHUB

Juan Pablo Correa Cataño

Developer focused on video games and experiences, my experience with UPB Leaders group has proven my abilities to coexist, lead and collaborate with teams.

I have gained strong skills in coordinating and executing academic initiatives as the leader of the organization committee, and my involvement in the tic experimentation research group has allowed me to explore my interest in technological innovation.

Academic Journey

Digital Entertainment And Design Engineering - Undergraduate

Languages

English - C1

Spanish - Native

Programs

- Unity Engine
- Unreal Engine
- GIT
- C#
- Blender

Interests

01 Basketball

02 Videogames

03 Computers

04 Concerts

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WEBPAGE VIDEO

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

PHOBOS VR

I'm currently participating in an exciting project with *Innermind Interactive*, where I work alongside a skilled team of three developers and six artists. As the lead developer, I am responsible for spearheading the integration of Meta's All-In-One SDK into our development process. Our mission is to push the boundaries of virtual reality technology while delivering a product that offers genuine value.

This project, which forms part of our college curriculum, is focused on creating a minimum viable product (MVP) by may 2024. Our specific goal is to demonstrate how VR can be effectively used in exposure therapy for clinical psychology, specifically targeting katsaridaphobia (blatophobia), the fear of cockroaches. we have conducted a thorough research on this phobia, moreover, we are prepared to share insights into the rationale behind our choice, its relevance, and how VR simulation can play a pivotal role in the therapeutic process.

TEAM: KAEL ARBOLEDA, JERÓNIMO CANO ÁLVAREZ, MIGUEL CALAD POSADA, JUAN PABLO CORREA CATAÑO, MANUELA CUERVO ZAPATA, JOSÉ MIGUEL LÓPEZ GIRALDO, JUAN SEBASTIÁN CORREA GONZÁLEZ, MARIANA GÓMEZ AGURRE, SIMÓN HURTADO

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VIDEO

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

DESREAL LUCIDEZ

This storytelling based project was entrusted to us by a Graphic designers team, this was made possible through an initiative between the faculty of engineering and the faculty of graphic design at UPB to create a product developed by a multidisciplinary team.

At first the graphic design team idea was quite ambitious, after a couple of meetings we where able to help them to plan an adequate reach within the small time window we where given, showing the adept communicative skills that both teams had.

the main goal of the experience, is to make the user walk trough the shoes of a person who often dissociates the world around them, such objective was accomplished and awarded as the best virtual reality experience of the college as of the first half of 2024.

DEVELOPER TEAM: JERÓNIMO CANO ÁLVAREZ, MIGUEL CALAD POSADA, JUAN PABLO CORREA CATAÑO, FELIPE ROLDÁN RESTREPO

DESIGN TEAM: MARIANA OSORIO FERRER, LYNDA ORTIZ PAIPA

VIDEO

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

SABGA

This semester we were invited to team-up again in a project driven by a graphic design team as part of a call for proposals organized by Parque Explora, one of the most important museums and interactive parks in Colombia.

The goal was to give the user a dynamic and interactive way to learn about the carbon dioxide life cycle that can occur under the vast ocean, how it pollutes the ecosystem, why it occurs and how to prevent it.

In this project although we were a smaller team and had less time compared to the previous semester, we used our previous knowledge to create a large amount of sequences using the reliable DOTween package and the meta SDK, but this time I implemented a modular system based on unity events, decision that sped-up our development pipeline. the entire project was recognized as one of the best this semester and selected for a public showcase in march, among other few selected.

DEVELOPMENT TEAM: MIGUEL CALAD POSADA, JUAN PABLO CORREA CATAÑO.

DESIGN TEAM: YURAINY ALVEAR FLOREZ, SOFÍA MUÑOZ MONTOYA, SALOMÉ GRAJALES.

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GLOBAL GAME JAM | ITCH.IO | GAMEPLAY

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

Cheesy Roll

You play as a mouse who is always hungry. His objective: to steal all the cheese aboard the boat of the big cat (who is controlled by your friend). This PvP chase game will test both of your wits in a skill competition in order to define who gets to keep the cheese.

This game was created during the UPB Game Jam 2024 where I had the opportunity to participate as a developer and game designer along other 3 developers, another game designer and 4 artists. The main features I implemented were the player movement, the game manager, cheese random generation within the areas that ***Roll*** (the hungry mouse) could reach. Additionally, I programmed one power up and the UI cooldown functionality.

TEAM: MIGUEL CALAD POSADA, JERÓNIMO CANO ÁLVAREZ, JUAN PABLO CORREA CATAÑO, JUAN SEBASTIÁN CORREA GONZÁLEZ, JOSÉ MIGUEL LÓPEZ GIRALDO, SANTIAGO SÁNCHEZ FAJÁRDO, FELIPE ROLDÁN RESTREPO,JUAN DANIEL MAYA PEREZ, MARÍA DEL MAR TORRENTE GARCIA

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ITCH.IO GAMEPLAY

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

Tenebris: Inferno

This roguelike adventure game you embody Tenebrae, who is the incarnation of all humanity's sins, your objective is to clear the 9 circles of hell while collecting items that will increase your powers and help you navigate the shifting zones, all this in order to take hell's throne for your self and humanity.

In this project I played the role of lead developer, where I was in charge of programming the main features of the gameplay such as inputs interface and player movement, skills, etc. As for the internal management systems I programmed the Dynamic Dungeon Handler, where the dungeon was capable of recognizing several changes in real time such as the number of rooms a certain level had or when the player had cleared them, all this in order to facilitate the level design of dungeons within the Unity Editor. additionally I build the Dungeon Sorting System which allows a random order of levels every time using bases of data structures manipulation, which was dependent of the Dynamic Dungeon Handler.

TEAM: JERÓNIMO CANO, JUAN PABLO CORREA, FELIPE ROLDÁN

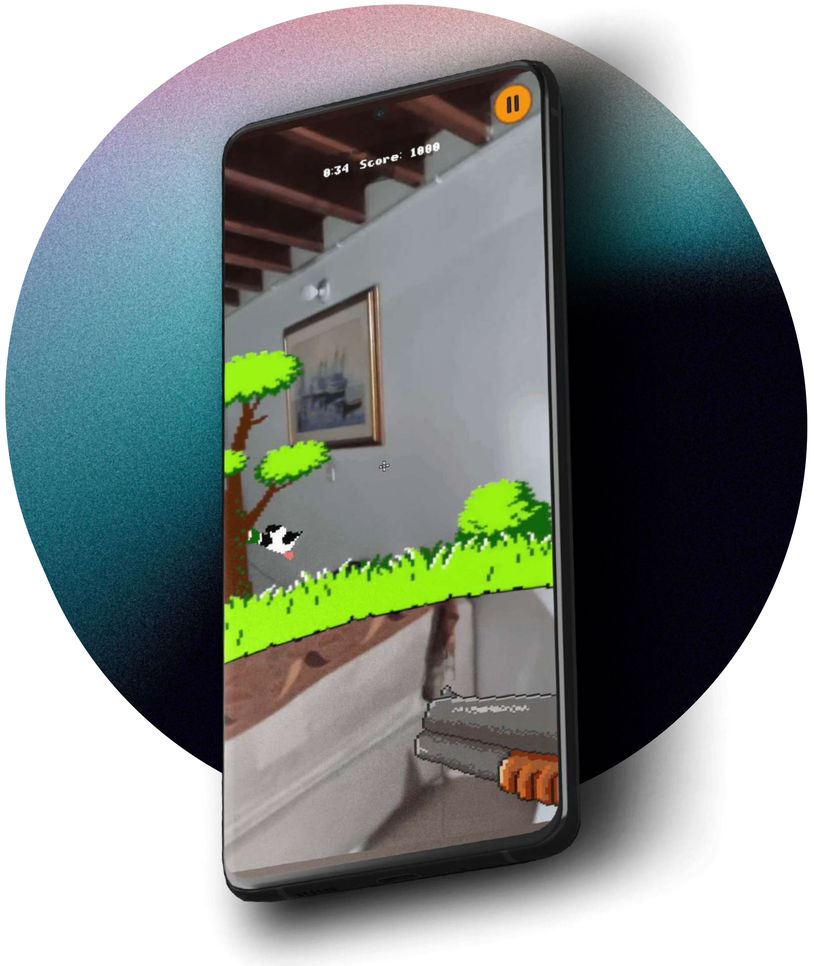
VIDEO

VIRTUAL REALITY VIDEOGAME AUGMENTED REALITY

DUCK HUNT AR

This was my first experience with Augmented Reality using Vuforia. This project served as a learning opportunity, where we set up Vuforia in a Unity 3D project, the would detect the floor level and then after tapping once, a cylindrical recreation of the original Duck Hunt game was displayed, the user can interact with targets, placed objects, ducks behavior was recreated, and we explored the basics of creating an AR game.

Although the project was not large and ambitious piece of software, we used it to gather as much valuable insights for the next challenges that will present to us whithin the Augmented Reality environment.



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