

ANDRES MOLINA

Bridging the gap between the technical and creative side of games.

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(+1) 778-321-5679
Vancouver, BC

Experience

- April 2015 – Present **PopCap Games**, Vancouver, Canada
Game Designer
Unannounced Star Wars project
Plants vs Zombies: Garden Warfare 2
- July 2011 – April 2015 **Relic Entertainment**, Vancouver, Canada
Campaign Designer, Technical Designer
Company of Heroes 2, CoH2: Ardennes Assault
Unannounced Projects
- March – May 2011 **Tank'd**, Vancouver, Canada
Designer, Programmer, Project Manager
Vancouver Film School final project
- March – June 2010 **Freelance Web Developer**, Bogotá, Colombia
Developer
Software development, consulting
- Sept. 2009 – March 2010 **SofHouse Ltda.**, Bogotá, Colombia
Developer, Analyst
Web2.0 application development
- Aug. 2008 – June 2009 **COLIVRI Lab - Universidad de Los Andes**, Bogotá, Colombia
Research Assistant
Large Scale Visualization Environments

Education

- July 2010 – June 2011 **Vancouver Film School (VFS)**, Vancouver, Canada
Game Design Diploma (Honours)
Class Representative
- February – April 2010 **Naska Digital**, Bogotá, Colombia
3D Character Modelling and Animation
Autodesk Certification
- August 2005 – May 2009 **Universidad de Los Andes**, Bogotá, Colombia
B.Sc. Systems and Computer Engineering
Minor in Visual Computing
TA – Object Oriented Programming 1 and 2

Skills

- Level Design
- Mission Scripting
- Core Gameplay Design
- Programming
- Rapid Prototyping
- Project Management
- 3D Modelling and Animation
- Human-Computer Interaction
- Web Design and Development
- Fully bilingual in English and Spanish

I also enjoy riding motorcycles, hiking, travelling, and teaching. References available upon request.