

ANDRES MOLINA

GAME DESIGNER | PROGRAMMER

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

PROFILE

A creative problem solver. Always looking for opportunities to combine my technical background with my knowledge of Game Design and my passion for games.

EDUCATION

Vancouver Film School
Game Design (Honours)
July 2010 - June 2011

Naska Digital
3D Character Modelling
February - April 2010

Universidad de Los Andes
B.Sc. Systems and Computer
Engineering
August 2005 - May 2009

SKILLS

- Level Design
- Mission Scripting
- Core Gameplay Design
- Technical Design
- Programming
- Rapid Prototyping
- Project Management
- Se habla Español

EXPERIENCE

Kabam Inc. / April 2018 - Present
Sr. Gameplay Designer
Marvel Realm of Champions

Electronic Arts / PopCap Games / April 2015 - April 2018
Level Designer, Gameplay Designer
Plants vs Zombies: Battle for Neighborville
Cancelled Star Wars project
Cancelled Open World Action-Adventure
Plants vs Zombies: Garden Warfare 2

Relic Entertainment / July 2011 - April 2015
Campaign Designer, Technical Designer
Company of Heroes 2: Ardennes Assault
Company of Heroes 2
Unannounced Projects

Vancouver Film School / March - May 2011
Game Designer, Programmer, Project Manager
TANK'D (final project)

Freelance Web Development / March - June 2010
Developer
Software development, Consulting

SofHouse Ltda. / Sept. 2009 - March 2010
Developer, Analyst
Web application development

COLIBRI Lab - Universidad de Los Andes / Aug. 2008 - June 2009
Research Assistant
Large Scale Visualization Environments