

# ANDRES MOLINA

GAME / TECHNICAL DESIGNER

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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

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

## EXPERIENCE

**Skybox Labs Inc.** / May 2020 - Present  
**Design Director**  
Unannounced New Projects (UE5)  
Halo Infinite

**Langara CEA** / May 2020 - Dec 2020  
**Instructor**  
Technical Design & Technical Art

**Kabam Inc.** / April 2018 - May 2020  
**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

**Vancouver Film School** / Mar 2016 - Dec 2017  
**Instructor**  
Introduction to Programming

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

**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