

# ANDRES MOLINA

SENIOR GAME DESIGNER /  
TECHNICAL DESIGNER

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Vancouver, BC

## PROFESSIONAL SUMMARY

Senior Game Designer with 10+ years of experience across multiple genres and platforms. A strong problem solver that combines solid technical foundation with a passion for engaging experiences.

## 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

**Design Expertise:** Concept Ideation,  
Core Gameplay, Level Design, Mission  
Scripting.

**Technical Tools:** Unreal Engine 5,  
Unity, proprietary engines, scripting  
languages, rapid prototyping.

**Leadership & Process:** Mentorship,  
cross-disciplinary collaboration,  
project management.

- Se habla Español!

## EXPERIENCE

**Skybox Labs Inc.** / May 2020 - Present

**Lead Designer**

Concept Exploration and Prototyping (Unreal Engine 5)

**Senior Designer**

Core Gameplay Design for Original and Existing IP's.

Encounter Design on Halo Infinite

**Langara CEA** / May 2020 - Dec 2020

**Instructor (Part-time)**

Technical Design & Technical Art in Unreal Engine

**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 3rd Person Action Star Wars project

Cancelled Open World Action-Adventure

Plants vs Zombies: Garden Warfare 2

**Vancouver Film School** / Mar 2016 - Dec 2017

**Instructor (Part-time)**

Introduction to Programming (C#)

**Relic Entertainment** / July 2011 - April 2015

**Campaign Designer, Technical Designer**

Unannounced Projects

Company of Heroes 2: Ardennes Assault

Company of Heroes 2

**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