

# ANDRÉS FELIPE CORREA MARÍN

## MULTIMEDIA ENGINEER



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[afcorrea7.github.io/MyPortfolio](https://afcorrea7.github.io/MyPortfolio)



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## ABOUT ME

I see myself as a resourceful person who loves finding solutions. As a multimedia engineer, I have knowledge in creative expressions and computing environments, with skills in digital areas such as programming, video game development, video production, audio, animation and image composition.

## EDUCATION

### Universidad San Buenaventura Cali

#### Multimedia Engineer Undergraduate, 2025

- Maintained Beca Oro scholarship due to good grades.
- Honorable mention in the January-June 2021 semester due to good grades.

### Comfandi el Prado

#### Bachiller T cnico en Electr nica, 2019

- Member of the programming club

### Coursera - Michigan State University

Online Course: Game Design and Development, 2020

## LANGUAGES

**Spanish** - Native

**English** - C2

## SOFTWARE

- Unity
- Godot
- Visual Studio Code IDE
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe After Effects
- Audacity

## EXPERIENCE

### Multimedia Intern

#### La Agencia UAO, Dic. 2023 - Jul. 2024

- Video, audio and image editing. Animation and game development.

### Background Artist

#### Katy Suelo P lvico, 2021 - 2023

- Aiding in content creation for the social media platforms of Katy Suelo P lvico, a pelvic floor professional.

### Spanish-English Translations

#### Freelancing, 2021 - Ongoing

- I translate formal and technical documents of different topics as a side-hustle.

## SKILLS

- Programming (C#, C++, Python, Java)
- Game Design
- User experience
- Video editing
- Animation
- Git / Github
- Good multidisciplinary team collaboration skills