

Andrés Felipe Correa

MULTIMEDIA ENGINEER

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I am a proactive and resourceful person, passionate about finding solutions and constantly learning. I excel in teamwork and maintain a persevering attitude when facing project development challenges. As a multimedia engineer, I have experience in various digital fields, with a particular focus on game development, programming, video production, and animation.

EDUCATION

January 2020 – March 2025

Bachelor's degree, Multimedia Engineering, Universidad San Buenaventura.

November 2019 - February 2020

Course certificate, Game Design and Development, Coursera Michigan State University via Coursera.

EXPERIENCE

December 2024 – Current

Unity Game Programmer, *Freelancer*

- I have contributed to the development of some projects, providing support in programming and implementing mechanics within Unity.

December 2023 – July 2024

Multimedia Intern, *La Agencia UAO*

- I took on the role of video and image editor, where I improved my Adobe software skills.
- I created character animations, enhancing my understanding of cut-out animation using After Effects.
- I developed an educational videogame for web and Android using Unity, this was a project that strengthened my programming skills.

PERSONAL PROJECTS

- **Bilio Games** - An independent game development group founded by me and some university classmates. I take on the role of lead programmer, using Unity. The games we have developed can be found on our Itch.io page and Instagram.
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SKILLS

- **Software:** Unity, Visual Studio Code, GitHub, Premiere Pro, After Effects, Photoshop, Trello.
 - **Programming languages:** C#, HTML, CSS, JavaScript.
 - **Hard Skills:** Coding, game design, video editing, image editing, animation.
 - **Soft Skills:** Teamwork, proactivity, responsibility, resourcefulness.
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LANGUAGES

- Spanish: Native speaker.
- English: C2 level.