

Andrés Correa

MULTIMEDIA ENGINEER

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afcorrea7.github.io/MyPortfolio

EXPERIENCE

December 2023 – July 2024

Multimedia Intern, *La Agencia UAO*

During my time in this advertising agency, I contributed to a diverse range of projects, challenging my skills in video and image editing, as well as animation and game development. Video samples of these projects can be found on my portfolio website.

March 2023 – Ongoing

Videogame programmer, *Bilio Games*

Bilio Games is an indie game development group founded by my colleagues and me, in which I'm the lead programmer using Unity. The games we have developed are showcased on our Itch.io and Instagram pages. These projects are also featured on my portfolio website.

2021 - Ongoing

Spanish – English Translations, *Freelancer*

I translate formal and technical documents on different topics.

EDUCATION

February 2020 – March 2025

Undergraduate degree, Multimedia Engineer, San Buenaventura University.

November 2019 - February 2020

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

2019

High school diploma, Technical High School Graduate in Electronics, Comfandi el Prado.

SKILLS

Coding

Image Editing

Game Design

Animation

Video editing