

# ANDREA MOZO

**GAMER. DESIGNER. PRODUCER.**

[andreamozo.com](http://andreamozo.com)



## PLAYER PROFILE

Give me a problem and I can develop a creative solution. I design and develop digital games using M.D.A framework, flow theory, and the iterative design process. Why? Games are fun! I have designed and developed games from ideation to final game product including 2D (hidden object & action games), 3D adventure games, and virtual reality games.



## POWER UP

Game Design

Game Development

Project Management

User Experience

Content Management

Spanish Language



## UNLOCK ASSETS

Unity

Adobe Flash/Animate CC

JavaScript

HTML + CSS

ActionScript

Microsoft Office

Google Apps

Adobe Creative Suite

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## LEVEL 1: ADVENTURE

### Customer Experience Manager Globaloria

JANUARY 2016 – PRESENT Globaloria is an education technology start-up company offering K-12 school districts game design courses

- Collaborate with developers to create and improve digital products based on user testing of product feedback
- Manage resources, deadlines, and assignments using project management software, like Asana
- Cross collaborate with sales, executive management, and support team
- Conduct analysis of products using quantitative data, such as the Help Center powered by Zendesk
- Delivery of the following products:
  - Digital games
  - Game design curriculum
  - Video production & editing using Camtasia
  - Educational game design lesson plans
- Provide students, teachers, and team with virtual support including debugging code, game design ideas, & troubleshooting methods

### Content Associate LightSail Education

JULY 2015 – DECEMBER 2015 LightSail Education is an award-winning literacy application to improve literacy outcomes for all students

- Liaise with development team overseas to QA texts & assessments in app
- Assess and curate content for all titles in LightSail repository
- Manage content projects using Google Spreadsheets

### Spanish/Special Education Teacher W.R. Satz MS

SEPTEMBER 2010 – JUNE 2015 I instructed Spanish at all levels integrating games into daily lessons using various educational technology tools.

## LEVEL 2: SCHOLAR

### Master of Arts Teachers College, Columbia University

SEPTEMBER 2016 – PRESENT in Design & Development of Digital Games, NY

- Immersed in research about gaming trends and human-computer interaction
- [Animal Powers](#) – a board game that teaches children ages 4 to 6 the basic concepts of coding

### Bachelor of Arts Monmouth University

AWARDED MAY 2010 in Spanish and Special Education, NJ  
Cumulative GPA: 3.7

### Study Abroad, CCIS Universidad de Sevilla

SPRING 2009 in Sevilla, Spain