

Martín Rodríguez

Game developer with experience in AA production and design, RPG game design, card game design, and game analytics, with a background in education and corporate communications.

Vancouver, BC
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Games: <https://micklen.itch.io/>

PROFESSIONAL EXPERIENCE

Senior Associate Producer

Teravision Games, Bogotá, Colombia

AUGUST 2021 - SEPTEMBER 2023

Worked on [Killer Klowns from Outer Space: The Game](#) and [Captain Toonhead vs. the Punks from Outer Space](#)

- Project planning, scope, and risk management
- Development team management
- Stakeholder and publisher communications
- Project workflow development

Game Design Consultant

Madbricks / Bisonic, Bogotá, Colombia

AUGUST 2022 - NOVEMBER 2023

Design, testing, and balancing of RPG systems for [Forgotten Runiverse](#).

Public Relations Communication Analyst

Alpina Productos Alimenticios SA BIC, Sopó, Colombia

APRIL 2021 - AUGUST 2021

Communication analyst for the Public Relations team.

Digital Communications Analyst

Jimeno Acevedor y Asociados, Bogotá, Colombia

JULY 2019 - APRIL 2021

Digital media and crisis analyst for companies in telecom, mining, retail, and food and beverage production.

High School Teacher

Corporación Colegio los Nogales, Bogotá, Colombia

JULY 2018 - JULY 2019

High School teacher of Latin American Literature, Colombian Literature, Journalism, and Oral Expression.

SKILLS

Game Design
Project Management
Problem Solving
Crisis Management
Data Analytics
Data Visualization

TOOLS

Agile Methodologies
Excel / Spreadsheet
Jira Cloud
Unreal Engine
Unity 3D
Jenkins
Tableau Cloud
Google Data Studio
GSuite / MS Office

C++
C#
Python
SQL

LANGUAGES

Spanish (native)
English (bilingual)
French (fluent)

EDUCATION

OTHER PROJECTS

Game Designer

Canada Council on Invasive Species, Vancouver, Canada

DECEMBER 2023 - MARCH 2024

Main game designer for card game *Species*: a didactic communication tool to spread awareness and education on invasive species.

Game Designer and Writer

Comadran Studios, Andorra, Span (remote)

NOVEMBER 2019 - MARCH 2021

Designed RPG math and monetization, scripted dialogue and story for *MedabotsWorld* mobile game.

Centre of Digital Media

Vancouver, Canada

— *Masters of Digital Media*

SEPTEMBER 2023 - DECEMBER 2024

Project manager, product owner, game designer—GPA: 4.2

Pontificia Universidad

Javeriana

Bogotá, Colombia

— *Communication Studies*

JULY 2012 - MARCH 2019

Bachelor's in Communications and editorial studies—GPA: 4.6/5

Pontificia Universidad

Javeriana

Bogotá, Colombia

— *Literature Studies*

JULY 2013 - MAY 2019

Bachelor's in Literature Studies—GPA: 4,6/5

Beijing Center of Chinese Studies

Beijing, China

— *International Exchange*

JULY 2015 - JANUARY 2015

Mandarin Chinese, Chinese history, literature, and current events

Université de la Bourgogne

Dijon, France

— *Française comme langue étrangère*

SEPTEMBER 2011 - JUNE 2012

French as a second language, French history, literature, culture, and philosophy (undergraduate preparation for Languages and Literature)