



# Miguel Molina

## Technical Game Designer & Game Developer

### ABOUT ME

Passionate about videogame design and enthusiastic about developing. I am a versatile person, communicative and eager to learn and work individually and in a team.

### CONTACT ME!

 [mike@miguelmolina.info](mailto:mike@miguelmolina.info)

 Valencia (Spain).  
Total Availability.



### SKILLS

- Game Design Documentation
- Mechanics, Systems and UX Design
- Unity and C# Prototyping
- Level Design
- UE 5 and Blueprinting
- Word and Excel
- Adobe Photoshop

### LANGUAGES

**Spanish and Valencian:**  
Native

**English:**  
Upper-Intermediate Level (B2)

### PROFESSIONAL PROFILE

Technical Game Designer and Game Developer with professional expertise in **Gameplay Mechanics, Level Design, and Unity Development**. Spearheaded the development of two engaging commercial Educational Narrative Platformers among other award-winning projects, **enhancing user interaction and retention through innovative mechanics, features and intricate puzzles**.

Proven ability to **collaborate effectively, crafting immersive levels and narratives that elevate all user experiences**. Committed to pushing creative boundaries and continuously learning in fast-paced, collaborative settings.

I'm looking forward to bring my experience and contribute to your next innovative project! **Check out my Portfolio!**

During my career, I have carried out several **long-lasting collaborative award-winning projects** (as well as shorter ones such as Game Jams) playing and adapting to a **variety of roles**.

### PROFESSIONAL EXPERIENCE (+1 year of experience)

#### Position at Digital Monster Collective (May - Dec 2025)

**"The Cost of Freedom"**: Educational Narrative Platformer and Puzzle videogame for browser and mobile devices where I played the roles of **Lead Game Designer, Gameplay Programmer, Level Designer, Puzzle Designer, Narrative Designer and QA Tester**.

[Commissioned Project for Legends of Learning; an american educational platform].

#### Professional Internship at Digital Monster Collective (2025)

**"Dusty Bones"**: Educational Platformer and Puzzle videogame for browser and mobile devices where I played the roles of **Gameplay Programmer, Technical Game Designer and QA Tester**.

[Commissioned Project for Legends of Learning; an american educational platform].

#### Professional Internship at FrameOver (2024)

**"Maze Of Gods: Rage of Zeus"**: 2.5D Metroidvania Dungeon Crawler videogame for PC and consoles where I played the roles of **Technical Level Designer, Environment Designer and QA Tester**.

### ACADEMIC BACKGROUND (+5 years making games)

#### Universidad Europea University (2024 - 2025)

**Master's Degree in Game Design** (Madrid, Spain).

#### Florida Universitaria University (2020 - 2024)

**Bachelor's Degree in Design and Development of Video Games and Interactive Experiences** (Valencia, Spain).