



Miguel Molina

Technical Game Designer & Game Developer

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).

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

 Valencia (Spain).

Total Availability.



PORTFOLIO

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)