

# George Molina

El Paso, TX

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## SKILLS

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- Software: Unity, Unreal, Photoshop, Illustrator, After Effects, Audition, Autodesk Maya, Substance Painter, Substance Sampler
- Coding languages: C#, Java, Python, JavaScript, HTML, CSS
- Project Management: Airtable, Milanote

## SELECTED PROJECTS

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- **Multiplayer VR Theater** – Unity (C#), Oculus Quest 2 | Multiplayer VR experience for student film screenings, featuring synchronized video playback, teleport navigation, and interactive lobby elements.
- **VR Museum** – Unity (C#), Oculus Quest 2 & PC | Virtual museum application showcasing 3D student projects, bios, and descriptions with free-roam and teleport navigation.
- **AV Consultation Tool** – Unity (C#), ARKit/ARCore | Augmented reality app supporting AV consultation processes for classrooms and conference spaces.
- **Bilingual Educational STEM Game** – Unity (C#), MongoDB | Educational game designed to teach STEM concepts in English and Spanish; iteratively tested in classrooms with student feedback integration.

(Please visit my website linked above to see more about these and other projects)

## EXPERIENCE

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### Enterprise AV Support Specialist

Dec 2023 - Present

Undergraduate Assistant → Student Learning Advisor → Enterprise MC/PC Support 2019 - 2023

University of Texas at El Paso - Learning Environments

- Lead interactive application development and event coordination across classrooms, makerspaces, and AV-integrated spaces.
- Designed and implemented Unity-based AR and VR experiences, including a multiplayer VR theater, virtual museum, and AR-driven AV consultation tools.
- Co-lead of an internal department delivering immersive, research-aligned applications using Unity and C#.
- Built databases and tracking tools in Airtable and Milanote to manage inventory, project timelines, and approval workflows.
- Coordinated event support with multiple stakeholders, ensuring reliable AV performance and technical readiness.
- Prior to my current role, I oversaw makerspace operations, developed AR/VR educational tools, trained faculty and students in AV and software systems, and led outreach programs impacting 3,000+ K-12 learners annually.

## **Co-Founder & Studio Director**

Jul 2021 - Present

Bandit Game Studio: University of Texas at El Paso

- Co-founded and led a student game studio with 100+ active members across design, programming, art, and production disciplines.
- Mentored students and led project teams through full development cycles, from concept to deployment.
- Built studio pipelines for collaboration, asset management, and interdisciplinary training.
- Directed Unity-based projects in XR, mobile, and desktop formats, focusing on usability and creative experimentation.
- Oversaw client-driven development work before Interactive Technologies was established in 2023.

## **Co-Founder & Lead Organizer**

April 2023 - Present

Borderland Glitch

- Co-founded and scaled an annual 3-day game development competition from 50 to 160+ participants in 3 years.
- Directed end-to-end event planning, scheduling, branding, and marketing, reaching over 10,000 students across campus.
- Secured and hosted industry speakers from Schell Games, Unity, Strange Scaffold, Insomniac Games, and LocalThunk.
- Coordinated workshops, technical support, and sponsorships in collaboration with university departments and industry partners.
- Fostered a collaborative environment where participants created diverse, high-quality games, built industry connections, and expanded professional skills.

## **Undergraduate Research Assistant**

2020 - 2023

University of Texas at El Paso

- Designed and developed a bilingual educational game to teach STEM subjects using Unity and C#.
- Built user interfaces and 3D assets to support English and Spanish learning paths.
- Implemented MongoDB data collection for in-class research and gameplay feedback.
- Conducted iterative classroom testing and integrated user insights to refine gameplay.

## **EDUCATION**

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### **Bachelor of Science in Computer Science**

Graduated: Dec 2023

The University of Texas at El Paso

### **Certifications**

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Unity Certified User VR Developer (2021), Autodesk Maya Certified User (2019), Adobe Certified Associate in Photoshop & After Effects (2019)