

# Andres Muñoz

Creative Project Manager (AR) | Immersive Experience Designer | Creative Technologist  
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Creative project manager and interaction designer leading immersive AR experiences from concept through launch, combining hands-on prototyping, stakeholder management, and cross-functional production across emerging technology platforms.

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## Technical Skills

### Core Competencies

Creative Project Management, AR Production, Immersive UX/UI, Stakeholder Communication, Agile Workflows, Prototyping, 3D Content Pipelines, Creative Production Operations, Creative Technology Strategy

### Project Management Tools

Jira, Asana, Timeline Planning, Resource Coordination, Stakeholder Management, QA Workflows

### Tools

Unity, Lens Studio, Blender, Figma, Adobe Creative Suite, Jira, Asana, JavaScript, HTML/CSS, Generative AI

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## Experience

### Snap Inc. – Creative Project Lead | AR Experience Developer

2023 – 2026

- Led production and delivery over 300+ AR experiences for large-scale sports and entertainment arenas.
- Managed projects from concept through deployment, including creation of briefs, storyboards, prototypes, and stakeholder reviews and approvals.
- Coordinated with design, engineering, and partner teams to deliver immersive sponsorship experiences.
- Developed reusable Lens systems that improved scalability and workflow efficiency.
- Supported planning, QA, and delivery using Lens Studio, Blender, and Adobe tools.

### NASA Jet Propulsion Laboratory – Research Intern

2022 – 2023

- Contributed concept development, speculative design research, and prototype development for an interactive exhibit exploring the future of humanity in collaboration with the Brand Library Art Gallery.

### SpaceX – Materials & Propulsion Technician

2019 – 2021

- Supported assembly and testing of critical propulsion subsystems in high-precision manufacturing environments and contributed to process improvements in collaboration with engineering teams
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## Selected Projects

### Multiplayer AR Game for Large Screens and Arenas

Designed and programmed multiple multiplayer AR games in Lens Studio involving synced gameplay logic and interactive scoring.

### Face Recognition Prototype for the Summer Olympics 2024

Designed and programmed a game that uses face detection models as a controller for an AR game used to pitch our technology to the Olympic committee.

### AR Polling and Voting for In-game experiences

Collaborated in a cross-functional team with internal and external creators at Snap to create a live polling and voting system using augmented reality and field tracking for an immersive experience.

### Marketplace UX Concept

Designed and prototyped a service concept addressing food waste and resource access in Los Angeles.

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## Education

**B.S. Interaction Design**  
Santa Monica College

**B.S. Industrial Design**  
Universidad de los Andes

**A.S. Graphic Design**  
Santa Monica College