

ABOUT ME

I am a Game Designer with a proven track record of creating successful and acclaimed titles across multiple genres, including real-time strategy, action, platformers, and casual games.

My expertise lies in leading design from concept to launch, with a focus on iterative development and fine-tuning game feel. Drawing on my background as a developer, I bring technical proficiency in various tools, allowing me to effectively bridge design with implementation.

I like to adapt to diverse platforms and game styles while maintaining a player-centered design philosophy. I try to combine creative vision and technical knowledge to deliver engaging experiences that resonate with the players.



MY EXPERIENCE

Ironhide Game Studio (2013 -2023)

Developer, Additional Game Design

Projects:

- (2020/21/22) - Iron Marines 2
- (2019) - Secret Project
- (2019) - Iron Marines STEAM version (PC)
- (2018) - Iron Marines Borealis (Mobile)
- (2015/16/17) - Iron Marines (Unity, Multiplatform)
- (2015) - KR:Origins Update 1 (iOS)
- (2014) - Kingdom Rush Origins
- (2014) - KR: Castle Blackburn update (PC)
- (2014) - Kingdom Rush (PC)
- (2013) - Kingdom Rush Frontiers (Web , iOS)

Numer0 Uno Studio (2016 - 2020)

Game Designer, Developer

Projects:

- (2018) - Super Scaloni
- (2016) - Bonsai Spirit
- (2015) - Bootleg Bros
- (2014) - Heavy Metal Pirates
- (2013) - Light Quest

UNFOLD (2023 - Present)

Sound Designer, Composer, Game Designer, Developer

Projects:

- Ship Miner OST (Original Music for Pixel Core Games)
- Airborne and Glitch (Original Music for Fireborne Games)

- Neon Nexus (Original Music for ARF Games Demo)
 - jPOS & Transactility Logos Sound Design (SFX Design for jPOS)
 - Titans (Original Music for Double Punch Games)
 - One (Original Music for Magical Beast Games)
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Featured Tech:

- Unity
- FMOD
- Bitwig, Ableton, FL Studio
- Trello
- Git
- C#, Java, JavaScript, Python, Objective C

Education:

Systems Engineering at ORT University

SUPER SCALONI

Role: Game Designer, Developer

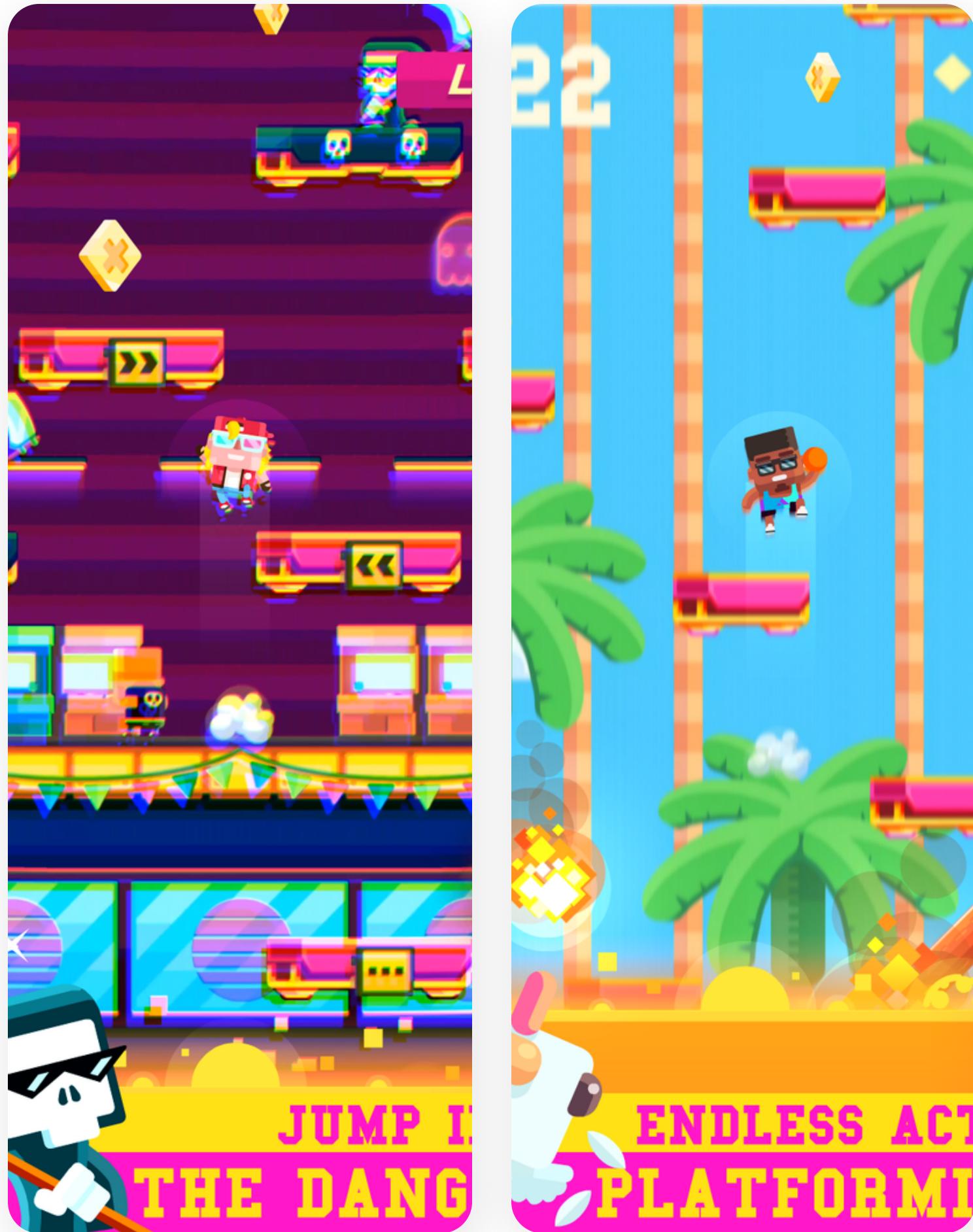
Genre : Action

Platform : Mobile

I participated in the initial design and implementation of core mechanics for Super Scaloni, an arcade-style game. My main focus was on creating the movement system and core gameplay loop.

The game is centered around ascending steps, collecting coins, and achieving the highest score. I helped design and implement the jumping mechanic, which is crucial for player progression. This includes ensuring that the jumping feels accurate and responsive.

Key Tech : Unity, C#





IRON MARINES 1 & 2

Role: Developer, Assistant Game Designer

Genre : RTS - Action

Platform : Mobile and PC

I was a developer and assisted in the design of the acclaimed saga; Iron Marines and Iron Marines Invasion as well as the PC ports, from the prototyping phase to the final release.

My contributions were fundamental in level, mechanics, and unit design, game balance, among other critical systems. I collaborated closely with other designers to ensure the coherence and quality gameplay.

Key Tech : Unity, C#

BONSAI KAWAII

Role: Lead Game Designer, Developer

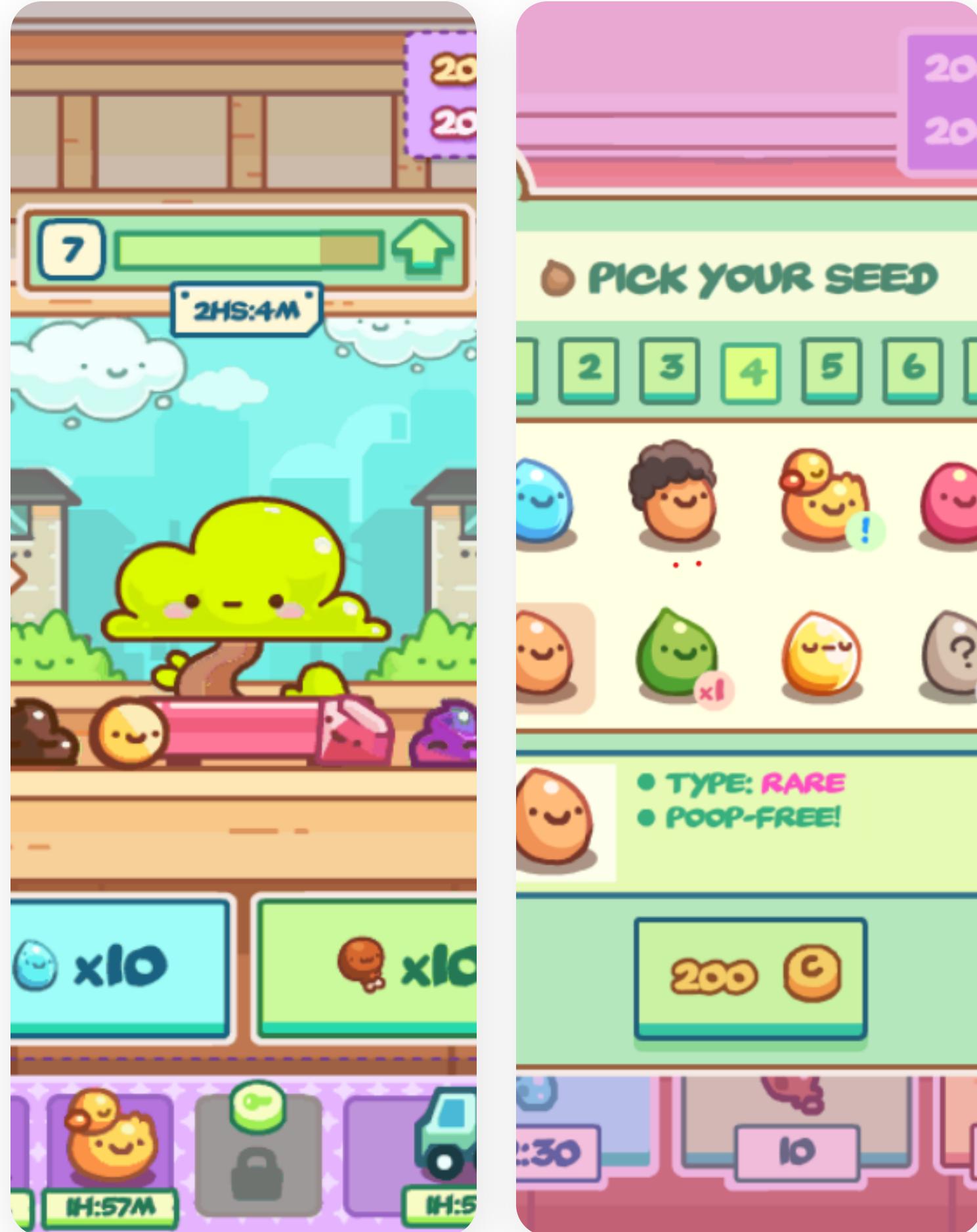
Genre : Casual

Platform : Mobile

I led from the prototyping and initial design of this project that evolved from an action game to a bonsai tree care tamagotchi. I defined the core game mechanics, based on the care and collection of trees, incorporating casual and collectible elements.

My focus on design was centered on creating a relaxing and engaging experience, with rewards and progression in the care of the bonsai. The *core* of the game is to create a feeling of satisfaction when seeing the tree grow and progress over time while collecting all the different trees.

Key Tech : Unity, C#



KINGDOM RUSH FRONTIERS AND & KINGDOM RUSH ORIGINS

Role: Developer, Additional Game Design

Genre : RTS - Tower Defense

Platform : Mobile

As a developer, I actively participated in the design of the games *Kingdom Rush Frontiers* and *Kingdom Rush Origins*, contributing to game balancing and the design of some key elements. My work helped to consolidate the characteristic gameplay experience of the franchise, known for its tower defense strategy.

Key Tech : Cocos2D, Objective C





BOOTLEG BROS

Role: Game Designer, Developer

Genre : Puzzle Platformer

Platform : Mobile

I led the development, designed the mechanics and co-designed the levels of this innovative puzzle-platformer, achieving a special mention in the National Videogame Contest in 2015.



I implemented a custom level editor that allowed great flexibility in the design of scenarios, which include platforms with special properties, portals that alter direction, and enemies that bounce like the character.

Key Tech : Haxeflixel, ActionScript

LIGHT QUEST

Role: Creator, Game Designer, and Lead Developer

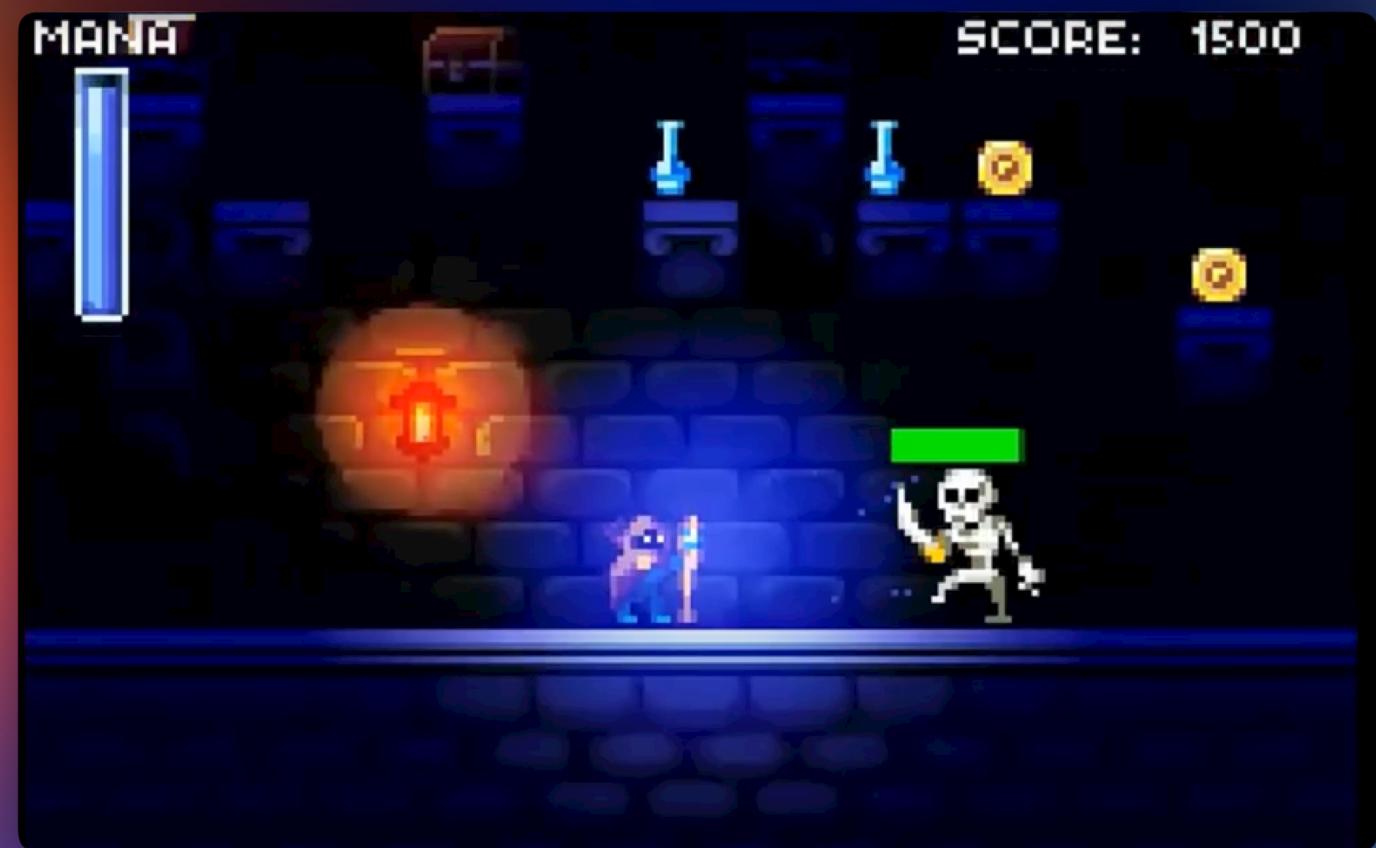
Genre : Action Platformer

Platform : PC

I was the responsible for the conceptual design, the implementation of mechanics and the complete development of this platformer game, winner of the second place in the Uruguayan National Videogame Contest in 2012.

I developed an innovative lighting system that invited players to explore dark levels using a luminous staff to avoid traps and defeat enemies. The *core* of the game is based on strategic exploration and the intelligent use of light to progress. I designed all the levels, enemies and traps

Key Tech : Flixel, ActionScript



STREET CLEANING WITH LASERS

Role: Creator, Game Designer, and Lead Developer

Genre : Action

Platform : Mobile

I designed the core mechanics of this casual game prototype, which involves cleaning streets using a truck with lasers. In addition, I directed the visual aspect of the prototype, with a focus on clarity and playability.

Key Tech : Unity, C#



MY BEST SKILLS

- >Game design leadership and effective collaboration in multidisciplinary teams.
- >Design and conceptualization of innovative game mechanics and level design.
- >Rapid prototyping and iterative design based on testing and feedback.
- >Creation of detailed and professional game design documents (GDD).
- >Deep knowledge of game engines like Unity.
- >Adaptability to various genres and platforms, including casual, action, strategy, and platformer games.



LET'S WORK TOGETHER

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