

Pedro Montoto García

Technical Game Designer

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A **Game Designer** and **Software Developer** with a **diverse professional experience** in the fields of finance, data analysis, machine learning and web development.

I have experience with the **Unreal Engine** for game development, having used software such as **git**, **Maya**, and **Adobe Audition** to support in-engine work. I also have some knowledge of **Unity** and have worked with some general purpose programming languages including **C++**, **Ruby**, **JavaScript** and **Java**.

(Updated: February 28, 2019)

Qualities

Strong analytical, problem-solving and communication skills

Eager to learn and adaptable

Experience in programming and project management techniques and tools

Experience with data analysis to drive business processes

Speaks 4 languages fluently and wants to learn more

Worked in different parts of Spain, Luxembourg, Sweden and Great Britain

Selected Recent Works

Jun 2018 **OVERKILL's The Walking Dead**

Nov 2018 *Full Game, as Technical Designer*

<http://bit.ly/otwd-pedro>

OVERKILL's The Walking Dead is a four player co-op action FPS where you fight the dead as well as the living. Set in The Walking Dead Universe, you and your group try to survive in a post-apocalyptic Washington D.C.

Credited as Technical Designer, worked primarily with the Level Design team, building level objects and systems and acting as liaison between creative and technical team members.

Nov 2017 **Hack&Slash, Darkborn**

Feb 2017 *Master's in Game Design Capstone Project*

<http://bit.ly/darkborn-demo> (Can send source code on request)

A single player fast-paced **Hack&Slash** built around a playstyle switch mechanic.

Worked as the technical go-to person for the design team, developed the concept and core gameplay mechanics using mainly prototyping methods (**UE4 Blueprints and C++**).

Main responsible for the sound design of the game.

Also contributed prototypes and tweaks for animation and VFX reference in-engine.

Team composed of 5 designers, 5 artists and 6 programmers. Capstone project for MsC Game Design @ U-Tad.

Jan 2018 **UE4 Spell Engine**

Combat Prototype and Spell Engine

<http://bit.ly/fireball-prototype> (Source: <http://bit.ly/fireball-code>)

A **combat** prototype for an online multiplayer 3rd person **magic duel game** with a focus on customization

Built by myself on my free time (January 2018). Created a spell system with the objective of fast and easy iteration, a sample level, and a very tough enemy AI using only **UE4 Blueprints** and free assets from the UE4 store.

Experience

Currently **Technical Game Designer**

Jul 2018 *Starbreeze*, Stockholm, Sweden

Technical Designer working with the Level Design team, responsible for building level objects and related systems, coordinating with other departments (Art, code) as necessary. Technical POC for other level designers.

Jun 2018 **Independent Game Designer and Developer**

Nov 2017 Developing casual arcade games as a Technical Game Designer within a team of 14 people since January 2018.

Nov 2017 **Game Design Student**

Sep 2016 *U-Tad*, Madrid

Worked for a 16 people team (5 designers, 5 artists and 6 programmers) as a game designer developing our common master's capstone project. Also took part in Global Game Jam in Madrid.

Sep 2016 **Software Engineer**

May 2011 *Multiple companies*, Europe

Worked for the logistics and e-commerce (Amazon), banking (Indra and Bankia), machine learning research (Universidade de Santiago de Compostela and Universidade da Coruña), and business intelligence industries.

Developed mostly webpages, but also proof-of-concept systems based on new research and data analytics services.

Lead and coached junior team members.

Also contributed to a number of Open Source projects (<http://bit.ly/pedros-github>).

Education

2016 - 2017 **Master's Degree in Game Design, 7.6/10**

U-Tad, Madrid

Game Design and Development, Final project: Hack and Slash game (Darkborn)

2011 - 2016 **Master's Degree in Logic and the Philosophy of Science, 7.0/10**

Universidade de Santiago de Compostela

Cognitive Psychology, Metamathematics, Rationality, Microeconomics, Argumentation Theory and Artificial Intelligence

2007 - 2011 **Bachelor's Degree in Computer Science, 6.4/10**

Universidade de Santiago de Compostela

Software Engineering, Project Management, Network and Systems administration, Optimization, Artificial Intelligence

Languages

Galician Native

Spanish Native

Portuguese Fluent

English Fluent

Japanese Basic

TOEFL, 108/120, License: 11069417