Pedro Montoto García

Technical Game Designer

✆ *+34 620 575581*
✉ *pmgberm@gmail.com*
in *pedromontoto*
⊕ *McOmghall*

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

My main game development experience is with the **Unreal Engine**. Due to my gamedev work I had to jump into different disciplines to support the team, and so I had to learn on the fly basic animation, 3D modelling and shading, VFX, and sound design, as needed. I also have some knowledge of **Unity** and have worked with some general purpose programming languages including **C++**, **JavaScript** and **Java**. (Updated: January 11, 2020)

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 – Nov 2018

OVERKILL's The Walking Dead
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.

Mar 2019

Time Enhancements UE4 Plugin
UE4 Editor Plugin - BP Extension
`https://github.com/McOmghall/time-enhancements-UE4-plugin`
Built during free time to research how to add new functionality to the existing BP editor in UE4. This editor extension adds a few BP-friendly Timer handlers for common tasks like prototyping timed transitions and other time-related tasks. It includes a fully-customizable generic State Machine that can be used for any project (both Single Player and on the network) to encapsulate states in game objects, simplifying prototyping. This plugin is currently used at Starbreeze Studios.

Jun 2019 – Jul 2019

Procedural Terrain Generation UE4 Plugin
UE4 Editor Plugin - Terrain Generation
`https://github.com/McOmghall/procedural-terrain-generator-UE4-plugin`
Built during free time as a proof-of-concept for a PTG architecture that integrates with Unreal standard systems. It works as a system of *filters* that process the terrain in a given state and modify it according to their own rules. Every filter is customizable in BP and C++ and you can't write your own with the provided API.

Experience

Currently
Dec 2019
Game School Teacher
Futuregames, Stockholm, Sweden
Teaching Unreal C++ and BP courses for programmers and designers in one of the main game schools in Stockholm. Also mentoring sessions for students.

Currently
Jul 2018
Technical Game Designer
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. Due to layoffs I also supported the team with Technical Art tasks, and worked on our proprietary engine on PAYDAY 2.

Jun 2018
Nov 2017
Independent Game Designer and Developer
Developing casual arcade games as a Technical Game Designer within a team of 14 people. One of our games, Sea Bubble, is realeased on Steam: https://store.steampowered.com/app/1103310/Sea_Bubble/

Nov 2017
Sep 2016
Game Design Student
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
May 2011
Software Engineer
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