

# Pedro Montoto García

*Technical Game Designer*

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McOmghall

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: April 20, 2018)

## Qualities

Strong analytical, problem-solving and communication skills

Eager to learn and develop new skills according to project necessities, quick to adapt to new situations

Experience in programming and project management techniques and tools

Experience with data analysis to drive business processes

Worked in different parts of Spain, Luxembourg and Great Britain

## Experience

Today **Independent Game Designer and Developer**  
Sep 2016

Currently developing casual arcade games as a Technical Game Designer within a team of 14 people since January 2018. Here is a small showcase of my work during this period:

### *Darkborn*

A single player fast-paced **Hack&Slash** built around a playstyle switch mechanic: <http://bit.ly/darkborn-demo>, code samples on request

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.

### *A Fireball for your Friends*

A **combat** prototype for an online multiplayer 3<sup>rd</sup> person **magic duel game** with a focus on customization: <http://bit.ly/fireball-prototype>, code in GitHub: <http://bit.ly/fireball-code>

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.

### *Wrong Side - A TF2 CTF Level*

A Team Fortress 2 level focused on being fun on small servers (small number of players): <http://bit.ly/wrong-side>

Built by myself on my free time (February 2018) in 2 weeks without prior knowledge of the Source engine.

Sep 2016 **Software Engineer**

May 2011 *Multiple Companies*

Worked for the logistics and ecommerce (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>).

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## Education

2016 - 2017 **Master's Degree in Game Design**

*U-Tad*, 7.7/10

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

2011 - 2016 **Master's Degree in Logic and the Philosophy of Science**

*University of Santiago de Compostela*, 7/10

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

2007 - 2011 **Bachelor's Degree in Computer Science**

*University of Santiago de Compostela*, 6.4/10

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

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## Languages

Galician Native

Spanish Native

Portuguese Fluent

English Fluent

Japanese Basic

*TOEFL, 108/120, License: 11069417*