

Pedro Montoto García

Technical Game Designer

+34 620 575581
pmgberm@gmail.com
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: July 8, 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

Experience

Currently **Technical & Systems Designer**

Jul 2018 *Starbreeze*, Stockholm, Sweden

Main UE4 coder/scripter on the Systems Design team and liaison with the technical teams. Responsible for AI subsystem design, in-engine randomization solutions, technical support for every designer on the project (Systems & Levels) and rapid prototyping.

Due to layoffs I also supported the team with Technical Art tasks, and worked on our proprietary engine Diesel on PAYDAY 2.

Currently **Game School Teacher**

Dec 2019 *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 **Scripter - Modder**

Jun 2020 *Kaiserreich*, Stockholm, Sweden

Kaiserreich: Legacy of the Weltkrieg is an alternative history mod for the game Hearts of Iron IV by Paradox Interactive that asks the question: "What if Germany had won the First World War?".

I work mainly as part-time scripter, reworking gameplay for countries in the game, implementing the country's own mechanics relating to its history, events and balance progression.

Jun 2018 **Independent Game Designer and Developer**

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

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