

Pedro Montoto García

Technical Game Designer

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Hello!

I'm a highly motivated Game Designer with 6 years of diverse experience across Software developing positions in various industries and at various companies across Europe, and more than 2 years of professional Game Development experience. I have a MsC in Game Design from U-Tad (Madrid, Spain) and I've been developing games since January 2017.

I'm currently working with Starbreeze Studios, in Stockholm, Sweden.

I have experience using a few scripting languages, both graphical (UE4 Blueprints) and text-based (javascript, ruby,...). I can also code in C++ and other general purpose languages like C# and Java.

When needed, I adapt to the situation and learn fast whatever the team needs.

Since my Game Development experience is most of all on fast iteration and gameplay element creation, over a wide range of topics, I think I could make an impact for the better in your current projects.