

# Pedro Montoto García

## Technical Game Designer

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

In the hard skills sense, my main game development experience is with the **Unreal Engine** and C++, but I also have experience with other public and private engines. Due to my diverse experience, I have also the ability to understand the needs of and **coordinate** different parts of the team, and also I have extensive experience with **mentorship** and education of junior team members.

(Updated: March 6, 2025)

### Qualities

Strong analytical, problem-solving and communication skills

Eager to learn and adaptable, friendly

Experience in programming and project management techniques and tools

Experience with data analysis to drive business processes

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

### Experience

Aug 2025 **Senior Technical Designer**

Feb 2022 *Ubisoft*, Stockholm, Sweden

Snowdrop work supporting multiple design teams (AI, Combat, Level Objects, UI), much of the work done in C++ with some visual scripting. Mentorship for technical designers across all of Ubisoft. Liaison between different technical and design teams.

Nov 2021 **Technical Designer**

Nov 2020 *Firesprite*, Liverpool, UK

UE4 Technical Designer, working mainly on establishing the technical aspects of the game design and prototyping in BP and C++. Mentorship for the team in technical aspects and standards enforcement.

Jan 2024 **Area Content Lead / Tools Development**

Jun 2020 *Kaiserreich*, Remote

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?". As the content lead for the Iberia region I was responsible for coordinating a group of 5 implementors and researchers balancing design decisions and historical accuracy, while also working on my own implementations. I've also made tools that saved the team many hours of development time and frustration by reducing menial work.

Oct 2020 **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.

Oct 2020 **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. Mentorship of interns and younger designers on technical and social aspects of design.

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

Jun 2018 **Independent Game Designer and Developer**  
 Nov 2017 *A Coruña*  
 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/](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	TOEFL, 108/120, License: 11069417
Japanese	Basic	
Swedish	Basic	