Pedro Montoto García

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A product-oriented game designer with a diverse professional experience in multiple fields such finance, data analysis, machine learning and web development.

My main interests are the applications of psychology and AI, specially in game design and intelligent game systems.

Tooling of choice I have experience with is Unity, Unreal, Node, Ruby, Rails, Java, Spring, Hibernate, Oracle DB, SQL (MySQL, PostgreSQL, Oracle), MongoDB, AWS, Heroku, Bash, Git and sometimes Excel. Contributed to the Apache Software Foundation and Matrix.org projects.

(Updated: August 29, 2017)

Experience

Jun 2016 — **Game Designer and Developer**.
Developed prototypes for game ideas.
Best Design and Best Game awards at GameJamOn 2017 (Global Game Jam - Madrid) for WMW
Game Designer (Concept, Narrative, Combat Systems, Sound and UX) and Assistant Producer for Starquake Games' Bax and Rowny, and Darkborn

Sep 2016 — **Various Projects**, *Self-started*.
Sep 2015 — Coded various open-source projects: `https://github.com/McOmghall`
Designed branding and internal culture for a Maker association at the Galician level.
Developed event managing initiatives with local council members at my hometown.

Dec 2015 — **Volunteer Programmer**, *nucl.ai*.
Sep 2015 — Wrote code to use as examples in The Principles of Modern Game AI course: `http://courses.nucl.ai/`

Sep 2015 — **Research Assistant Software Engineer**, *University of A Coruña*.
Sep 2014 — Worked along the research team on multiple projects: websites for energy distribution, machine learning over water cleaning facilities' data, heart prosthetic individualized prototypes and others.

Jun 2014 — **Software Engineer**, *Set Pay*, Santiago de Compostela.
Apr 2014 — Built a microservice architecture template as a base for future developments

Mar 2014 — **Business Intelligence Engineer Intern**, *Amazon EU*, Luxembourg.
Jul 2013 — Owned various reporting processes, ETL tasks, Excel expreadsheet management and Ruby on Rails on-website reporting.

Jun 2013 — **Software Engineer**, *Indra*, Madrid.
Aug 2012 — Development of banking and stock market web services and web portals under J2EE technologies: Spring, Hibernate/JPA.

Sep 2011 — **Research Assistant Software Engineer**, *Universidade de Santiago de Compostela*.
May 2011 — Academic environment, developing software for research on new logic systems.

Education

2016 - 2017	**Masters in Game Design**, *U-Tad / Camilo José Cela University*. Game Design and Development, Final project: Hack and Slash game (Darkborn)
2011 - 2016	**Masters 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	**Degree in Computer Science**, *University of Santiago de Compostela, 6.4/10*. Project Management, Network and Systems administration, Optimization, Artificial Intelligence

Master Thesis

Title	*The concept of intelligence after Computing Machinery and Intelligence: a historical perspective.*
Supervisor	Enrique Alonso González, UAM
Description	An analysis on the future of the concept of intelligence from the perspective of the cognitive sciences, especially AI
Paper	https://github.com/McOmghall/ml-wip/tree/master/AI_comment

Bachelor Thesis

Title	*Library for the execution of fuzzy quantified syllogisms*
Supervisors	Alberto Bugarín Diz, Martín Pereira Fariña
Description	Starting as a part of a research program on optimization-based logic systems. Implemented on Java, Linear and Non-linear optimization techniques, parsing tools (ANTLR) and the PMP project management system.
Paper	http://citius.usc.es/investigacion/publicacions/listado?106

Languages

Galician	Native	
Spanish	Native	
Portuguese	Fluent	
English	Fluent	*TOEFL, 108/120, License: 11069417*
Japanese	Basic	

Qualities

Personal skills:	Good software engineering skills, strong analytical, problem-solving and communication skills, eager to learn and develop new skills, project and people management experience
Experience with:	Design (architectural and graphic), programming and project management techniques and tools
International Experience:	Lived between Spain, Luxembourg and Great Britain during the last 3 years.