Antonio Coronado | Level Designer

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Skills

Programming Languages: Unreal Visual Scripting Blueprints, Intermediate C++, basic C#, OOP concepts
Software: Unreal Engine, Maya, Photoshop, Google Docs

Experience

Salvo Software, **Technical Game Designer** | *December 2022 – Present*

- Collaborated closely with the concept artist to design a 10-room dungeon that included puzzles, traps, and enemy encounters.
- Utilized Unreal Engine to block out 9 rooms and refined them through multiple gameplay iterations.
- Generated one-page documents for each room to share with the team, streamlining the production process.
- Developed AI spawners to test the flow and difficulty of each room, ensuring optimal gameplay experience.
- Programmed a Diablo-style camera feature that dynamically hid objects in the level, resulting in improved gameplay for the game.

Gygaverse, **UE5 Level Designer**| *September 2022 – December 2022*

- Conceptualized, Blocked out, set dressed and optimized VR levels for the Oculus platform.
- Made a script to teleport the players from one building to another to have a more dynamic experience.

Studio Gyris, **UE5 Game Developer**| *March 2022 – September 2022*

- Collaborated with the level designer by implementing blocking volumes and set-dressing the world to support the overall design vision.
- Devised, created, and implemented a spawn system that randomized obstacles on the track, resulting in dynamic and varied gameplay for each race.
- Utilized blueprints to implement destruction features across multiple assets.
- Designed and developed a background level for a character selection menu, from initial concept to functional prototype.

Ackitash Gaming, **UE4 Game Developer** | *May 2021 – March 2022*

- Produced a prototype of an open-world game by creating only the essential key areas necessary for gameplay.
- Developed a script for an events manager to handle diverse encounters and situations during gameplay.
- Leveraged the World Composition tool in Unreal Engine to optimize level streaming for the open-world game, resulting in optimal performance.

Jomas Rage, UE4 Game Developer | *September 2021 – February 2022*

- Designed an optimized open world consisting of islands and diverse environments, utilizing Unreal Landscape tools.
- Developed an in-editor tool to expedite the set-dressing process for the game world.

Education

Bachelor of Sciences (BSc) in Animation and VFX
Universidad Politecnica de Santa Rosa de Jauregui

Diploma in Introduction to Game Design
CG Spectrum – Game Design, Animation and VFX School

Diploma in Level Design (Online - Present)
CGMA – Computer Graphics Master Academy