

# Antonio Coronado

{ tonydevmx@gmail.com | +524811560888 | Artstation | Portfolio }

## LOCATION

Queretaro, Queretaro, Mexico.

## EDUCATION

### UASLP

Universidad Autónoma de  
San Luis Potosí

**MECHATRONIC ENGINEERING**  
08/2013 - 09/2018

### UPSRJ

Universidad Politécnica de  
Santa Rosa de Jáuregui

**ANIMATION AND VISUAL EFFECTS  
ENGINEERING**  
01/2019 - 02/2022

## LINKS

LinkedIn:// [linkedin.com/in/antcor/](https://www.linkedin.com/in/antcor/)  
Webpage:// <https://antcoro.github.io/>  
Artstation:// [artstation.com/tonydev](https://www.artstation.com/tonydev)

## EXTRA ABILITIES

### PROGRAMMING

Familiar with:

- basic C++
- basic python

Tools I use:

- Github
- Perforce
- Plastic SCM

## ENGLISH

### ITEP CERTIFICATE

Level: C1 Advanced

## COURSES

### COMPLETED

- **Epic Games** Exploring level design for game development
- **Epic Games** Creating a level blockout for game development
- **Epic Games** Implementing Level Design with blueprints
- **Epic Games** Lightmaps - Becoming an environment Artist in Unreal Engine
- **Epic Games** An in-depth look at environment artist based tools

### IN PROCESS

- **Harvard's CS50** Introduction to computer science
- **CG Spectrum** Game Design Course
- **Epic Games** Advanced Skill sets for environment artists

## ABOUT ME

Level designer and environment artist with 2 years of experience working with Unreal Engine 4 & 5 on six Indie projects using blueprints, landscape and foliage tools. Accustomed to working alone and in teams of up to 15 people. Passionate about game development, self-motivated and highly self-taught person.

## SKILLS & ABILITIES

Skilled with:

- UE4 & UE5, blueprints, shaders
- World building and set dressing
- Designing and prototyping missions, levels, mechanics and systems.
- Quixel megascans, physically based materials, environmental particles
- Level and environment optimization, LODs, world partition, world composition, level streaming.

Familiar with:

- Maya
- Substance 3D Painter
- Photoshop
- Blender
- ZBrush

Knowledge in:

- Color
- Lightning
- Composition
- Form
- Scale
- Flow
- Pacing
- Basic Lumen
- Basic Nanite
- Basic photogrammetry

## RELEVANT EXPERIENCE

### UE4 Level Designer - Gygaverse

09/2022 - Present

- Designed and created a moon based level for VR concerts using kitbash Assets.
- Optimized all Assets' shaders to reduce draw calls.
- Created a mechanic with blueprints to interact with the environment.

### UE5 Game Developer - Studio Gyrus

03/2022 - 09/2022

- Tested, simulated and implemented at least 20 assets variations into the game.
- Created an in-editor tool to apply custom LODs to more than 400 assets simultaneously, improving 8-10 FPS in-game with only a couple of clicks.
- Implemented destruction features with blueprints to multiple assets.
- Devised, created and implemented a spawn system to randomize obstacles in the level making the game way more dynamic.
- Supported the level designer with world building and placing blocking volumes into the map.

### UE4 Game Developer - Ackitash Gaming

05/2021 - 03/2022

- Designed a playable MVP of 10 min with one main quest, minimal level design and various mechanics.
- Lead two 3D artists to deliver high quality assets for world building.
- Used landscape tools to sculpt the world and world composition to load/unload zones.

### UE4 Game Developer - Jomas Rage

09/2021 - 02/2022

- Built an open world made up of islands with different biomes.
- Used LODs to optimize the performance of the game.
- Created a game trailer using level sequencer in UE4.

### 3D Artist - Jutsu Online

12/2020 - 09/2021

- Designed and created a city with in Maya for a MMORPG Naruto themed game.