

Antonio Coronado

{ tonydevmx@gmail.com | [+52] 4811560888 | Artstation | Portfolio }

EDUCATION

UASLP

Universidad Autónoma de
San Luis Potosí

MECHATRONIC ENGINEERING
08/2013 - 09/2018

UVEG

Universidad del Estado de Guanajuato

**COMPUTATIONAL SYSTEMS
ENGINEERING**
08/2020 - 12/2021

UPSRJ

Universidad Politécnica de
Santa Rosa de Jáuregui

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

LINKS

Webpage:// tony coronado.github.io

Github:// tony coronado

LinkedIn:// antcor

EXTRA ABILITIES

Familiar with:

- HTML • CSS • Perforce • Slack
- Trello • Monday.com • HacknPlan

Tools I use:

- Visual Studio Code • Visual Studio Community

ENGLISH

ITEP CERTIFICATE

Level: C1 Advanced

COURSES

COMPLETED

- **Codecademy** web Development with HTML and CSS
- **Teamtreehouse** C# Basics and game development

IN PROCESS

- Harvard's CS50
- CG Spectrum Game Design Course
- Tom Looman's Unreal C++ Course

SUMMARY

Game Developer with 2 years of experience working with Unreal Engine on 5 Indie projects using blueprints. I am used to work as solo developer and with teams up to 15 people. Passionate about videogames and highly self-taught person.

SKILLS & ABILITIES

Skilled with:

- Unreal Engine 4 / Unreal Engine 5
- Blueprints scripting language
- Creating, testing and simulating assets functionality.

Familiar with:

- Maya • Photoshop • Substance 3D Painter
- Blender • C++ Syntax • C Syntax • OOP
- Creating In-editor tools

Soft Skills:

- Problem solving mindset • Strong commitment • Communication

RELEVANT EXPERIENCE

UE5 Game Developer - Studio Gyris

03/2022 - 09/2022

- 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 at the track making the game way more dynamic.

UE4 Game Developer - Ackitash Gaming

05/2021 - 03/2022

- Solved dozens of errors in blueprints.
- Planned and implemented systems and game mechanics using blueprints.
- Programmed with blueprints a MVP of 10 min playable with one main quest, minimal level design and various mechanics.

UE4 Game Developer - Jomas Rage

09/2021 - 02/2022

- Created a prototype with combat mechanics using multiple melee weapons with blueprints.
- Made an In-editor tool with blueprints to randomize the rotation of multiple assets placed in the viewport.
- Programmed an inventory system with blueprints.
- Created zombies AI behaviour with blueprints.

3D Artist - Jutsu Online

12/2020 - 09/2021

- Designed a City with 50 buildings in Maya for a MMORPG Naruto themed game using Maya and Substance Painter.

EXTRA PROJECTS

Twimble A copy of Twitter using HTML and CSS