**Francisco Montalvo**

[montalvo141.fm@gmail.com](mailto:montalvo141.fm@gmail.com)

**HOME PHONE** (714)525-8042

**PORTFOLIO SITE**

[www.fmontalvo.com](http://www.fmontalvo.com)

**Skills Summary**

Software: Unity , Unreal Engine 4 , Photoshop, Maya , Version Control(SVN)

Programing Languages : C++ , C# , Java , html/css

**Projects**

Chronopulse

duration of project (July 2014- December 2014)

Genre: action platformer

four person team: Designer , Producer, Lead Artist , Technical Director

completed tasks

* 1 level
* main character : modeled ,rigged , and animated
* turret
* player can reflect incoming laser shots
* chronopulse :a custom bullet time effect that slows down the game world in pulses
* implemented a curve system for the player and camera to follow
* custom shader for the environment
* moving platforms
* doors that open when struck with laser

**Work Experience**

Programmer 2015-2016 Dragons Eye Entertainment

Role: Implementing Interactable npcs with a randomly generated quest line while incorporating existing Inventory database.

**Education**

The Art Institutes of California - Orange County 2011- 2015

BS in Visual Game and Programming

**Miscellaneous**

Favorite Games: Star Fox 64, Mega Man Battle Network 3, Mega Man Zero 2, Team Fortress 2, Golden sun, Jak and Daxter 3, Xenoblade Chronicles 2, Rune Factory 4,Lunar Knights