

# Antonio Coronado

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

## LOCATION

Queretaro, Mexico.

## EDUCATION

### CG SPECTRUM

GAME DESIGN DIPLOMA

09/2022 - 12/2022

### UPSRJ

Universidad Politécnica de  
Santa Rosa de Jáuregui

BSC ANIMATION AND VFX

01/2019 - 02/2022

## LINKS

Github:// [tony coronado](#)

LinkedIn:// [antcor](#)

## EXTRA ABILITIES

### 3D ARTIST

Familiar with:

- Hard surface modeling • Texturing
- UV Mapping • PBR materials

Tools I use:

- Maya • Substance Painter • Photoshop

## LANGUAGES

English Level: **C1: Advanced**

Spanish: Native

## COURSES

### COMPLETED

- CG Spectrum Game Design Course
- **Platzi** Introduction to computational thinking with Python
- **Teamtreehouse** C# Basics and game development
- **Udemy**: Learn C++ for game development

### IN PROCESS

- Harvard's CS50
- Tom Looman: Professional Game Development in C++ and Unreal Engine

## FAVORITE GAMES

- Skyrim
- Age of Empires 2
- The Witcher 3
- Red Dead Redemption 1

**Game designer** specialized in **systems & mechanics** with almost 2.5 years of experience working with Unreal Engine using blueprints and C++. Passionate about videogame production, open world games lover and D&D friki.

## SKILLS & ABILITIES

Skilled with:

- Unreal Engine 4 & 5, Blueprints
- Designing and prototyping quests, encounters, levels, mechanics and systems.
- Creating and maintaining GDDs, OPDs, wikis and technical guidelines

Familiar with:

- TES Creation Kit • Papyrus • C++ • Python • OOP

Management tools:

- Slack • Trello • Monday • HacknPlan • Azure DevOps

## RELEVANT EXPERIENCE

**Game Designer/Project Manager - Salvo Software**

12/2022 - Present

- Prototyped 2 characters and their abilities
- Scripted AI for melee and ranged enemies
- Implemented VFX into the characters and enemies abilities
- Handled collisions and a damage system
- Created and maintained the game's wiki.
- Devised and gave feedback to different levels layouts delivered by the level designer.
- Carried out One Page Documents for characters, enemies and other features.
- Designed in photoshop the UI and HUD for second to second gameplay

**UE5 Game Developer - Studio Gyris**

03/2022 - 09/2022

- Tested, simulated and implemented at least 20 assets variations into the game.
- Developed 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.
- Supported the level designer with some tasks of level design and placing blocking volumes into the map.

**UE4 Game Developer - Ackitash Gaming**

05/2021 - 03/2022

- Designed an open world prototype of 10 min playable with one main quest, minimal level design and various mechanics.
- Planned and implemented a few systems and game mechanics from scratch.
- Determined the implementation of assets and systems from the Marketplace.
- Solved dozens of bugs and errors in both, blueprints and world design.

**UE4 Game Developer - Jomas Rage**

09/2021 - 02/2022

- Created an open world prototype with fighting mechanics and multiple melee weapons.
- Designed a open world with Islands and different environments using Unreal tools.
- Scripted AI behaviour for zombies enemies.
- Developed and implemented a basic inventory system.