

# Antonio Coronado | Technical Game Designer

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## Skills

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**Programming Languages:** Unreal Visual Scripting Blueprints, intermediate C++, basic C#, OOP concepts

**Software:** Unreal Engine, Unity, Autodesk Maya, Photoshop, Google Docs, Lucidchart, Obsidian, basic machinations

## Experience

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### Salvo Software, Technical Game Designer / Project Manager | December 2022 – Present

- Designed the core loop, core pillars, GDO, and defined the scope of the project for all the production areas.
- Prototyped 2 characters from initial concept to gameplay in unreal with stats, animations and VFX included.
- Scripted AI melee and ranged enemies with their own abilities and behaviors.
- Handled game collisions and created a damage system that facilitated the interaction between characters.
- Worked hand-to-hand with the level designer to create 11 dungeon rooms with puzzles and traps.
- Carried out one-page documents for heroes, enemies, levels and other game features.
- Designed in Photoshop the UI and HUD for second-to-second gameplay.
- Created and maintained the Game wiki with all the elements required for an MVP.
- Developed technical guidelines to install software, create characters from templates and use features.
- Lead daily meetings with the team to tackle roadblocks in the development and find solutions.
- Programmed a fade-out feature for the player's camera to disappear objects in the world using C++

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

- Concept, Blocking out, set dressing and optimizing VR levels for the Oculus platform.

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

- Designed, scripted, and iterated player mechanics, game systems, and open-world content.
- Developed an in-editor tool to apply custom LODs to more than 400 assets simultaneously, improving 8-10 FPS in the game with only a couple of clicks.
- Devised, created and implemented a spawn system to randomize obstacles at the track, making every race different and more dynamic gameplay.
- Implemented destruction features to multiple assets using blueprints.
- Supported with level design tasks, finding areas to improve the gameplay and have a better flow.
- Created a character selection menu from concept to prototype.

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

- Designed an open-world prototype of 10 min of gameplay.
- Planned, scripted and implemented systems and mechanics from scratch.
- Fixed dozens of bugs and identified potential issues for the production of the project.

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

- Created a prototype with fighting mechanics and multiple melee weapons.
- Designed an open world with optimized islands and different environments using unreal landscape tools.
- Scripted AI behavior for zombie enemies with their animation system and dismembering features.

## Education

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### 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 (Present)

CGMA – Computer Graphics Master Academy