

Antonio Coronado

Game Designer

Queretaro, Mexico.
(52) 481 156 0888
tonydevmx@gmail.com
Portfolio: **tonycart.com**

EXPERIENCE

UE5 Junior Developer, Studio Gyris

03/2022 - 09/2022

- Implemented destruction features with blueprints to multiple assets.
- Created an in-editor tool to apply custom LODs to more than 400 assets simultaneously, improving 8-10 FPS in-game with only a few clicks
- Devised, created and implemented a spawn system to randomize obstacles at the track making the game way more dynamic.
- Created a character selection menu with widgets.

UE4 Game Developer, Ackitash Gaming

05/2021 - 03/2022

- Made a playable MVP of 10 min with one main quest, minimal level design and various mechanics.
- Designed and programmed a couple of systems from scratch.
- Implemented many marketplace assets and solved compatibility issues with them.
- Solved dozens of blueprints errors during development.

UE4 Game Developer, Jomas Rage

09/2021 - 02/2022

- Created a prototype with combat mechanics and multiple melee weapons with blueprints.
- Made an in-editor tool with blueprints to randomize the rotation of multiple assets placed in the world.
- Programmed an inventory system with blueprints.
- Implemented dismemberable zombies with basic AI using blueprints.
- Designed and created a trailer for the game using level sequencer.

EDUCATION

Game Design Diploma (2022 - Present)

CG Spectrum

BASc Animation and VFX (2019 - 2022)

Universidad Politecnica de Santa Rosa de Jauregui

SKILLS

Unreal Engine 4 & 5

Blueprints

Maya

Substance 3D Painter

Basic Photoshop

Basic C++ and OOP

Google Docs Suite

COMPLETED COURSES

GameDev.tv: Unreal Engine Blueprint Game Developer

Udemy: Learn C++ for Game Development

Udemy: Video Games Design and Game Design Document Planning

Epic Games: Exploring Level Design for Game Development

IN-PROGRESS COURSES

Harvard CS50: Introduction to Computer Science

GameDev.tv: UE5 C++ Developer: Learn C++ & Make Video Games

LANGUAGES

English - C1 Level

Spanish - Native