

Antonio Coronado

{ tonydevmx@gmail.com | +524811560888 | 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

Github:// [tony coronado](#)

LinkedIn:// [antcor](#)

Upwork:// [Antonio C.](#)

EXTRA ABILITIES

PROGRAMMING

Familiar with:

• HTML • CSS • C • C++

Tools I use:

• Bash • Visual Studio Code • Visual
Studio Community

ENGLISH

ITEP CERTIFICATE

English Level: C1 Advanced

CERTIFICATES

—> [Click Here](#) <—

COURSES

COMPLETED

- **Codecademy** web Development with HTML, CSS and Javascript
- **Platzi** Introduction to computational thinking with Python
- **Teamtreehouse** C# Basics and game development
- **Codecademy** Ruby's Course

IN PROCESS

- Harvard's CS50

SUMMARY

Skilled 3D artist, specializing in hard surface modelling and destructible assets. Experienced user of Maya, 3DS Max, Substance Painter, 2 years working with Unreal Engine on 5 Indie projects.

SKILLS & ABILITIES

Highly skilled with:

- Maya, Blender, Substance 3D Painter, Unreal Engine 4 & 5, Perforce, Github.
- Creating and Implementing Assets in Unreal Engine.
- Adding destructible and fractured features to existing game assets.
- Creating, testing and simulating assets functionality.

Familiar with:

- Marmoset Toolbag 3 • Photoshop • ZBrush

Management tools:

- Slack • Trello • Monday • HacknPlan

RELEVANT EXPERIENCE

UE5 Junior Developer - Studio Gyris

03/2022 - Present

- Tested, simulated and implemented at least 20 assets variations into the game.
- Created an in-editor tool to apply custom LODs to more than 400 assets simultaneously, improving 10 FPS in-game with only a couple of clicks.
- Implemented destruction features with blueprints to 5 assets.
- Created and Implemented a spawn system to randomize obstacles at the track making the game way more dynamic.
- Implemented a pre-made blueprint system to affect player speed and in-game sounds in key zones of the map.

UE4 Game Developer - Ackitash Gaming

05/2021 - 03/2022

- Implemented dozens of assets and systems from the Marketplace.
- Solved hundreds of bugs and errors in both, blueprints and world design.
- Was in charge of two 3D artists, ensuring the quality of delivered 3D models
- Created a couple of cinematic scenes directly in Unreal.

UE4 Game Developer - Jomas Rage

09/2021 - 02/2022

- Created a prototype game with fighting mechanics using multiple melee weapons.
- Designed a Open world with Islands and different environments using Unreal tools.
- Created AI behaviour for Zombies enemies.
- Implemented a basic Inventory system

3D Artist - Jutsu Online

12/2020 - 09/2021

- Designed a City with 50 buildings in Maya for a MMORPG Naruto themed game.

Game tester - Main Tank Software

06/2021 - 09/2021

- Fullfilled bug's reports for the game Hexarchy

EXTRA PROJECTS

Twimblor A copy of Twitter using HTML and CSS

Folgen Webpage for a client