

Antonio Coronado | Technical Game Designer

+52 481-156-0888 | tonydevmx@gmail.com | <https://tonykoronado.github.io> | Warsaw, Poland

Skills

Programming Languages: Advanced Visual Scripting Blueprints, basic C++, basic C#, OOP concepts.

Software: Unreal Engine, basic Unity, Autodesk Maya, Photoshop, Google Docs, Lucid Chart, Obsidian, Miro.

Experience

Salvo Software, Technical Game Designer / Project Manager (15 people) | 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 including stats, animations and VFX.
- Scripted AI melee and ranged enemies with unique abilities and behaviors.
- Handled game collisions and created a damage system that facilitated character interaction.
- Collaborated closely with the level designer to create 11 dungeon rooms with puzzles and traps.
- Prepared one-page documents for heroes, enemies, levels and other game features.
- Designed the UI and HUD for second-to-second gameplay using Photoshop.
- Created and maintained the Game wiki with, including all required elements for an MVP.
- Developed technical guidelines for software installation, character creation from templates and features usage.
- Led daily meetings with the team to address development roadblocks and find solutions.
- Programmed a fade-out feature for the player's camera to make objects disappear in the world using C++.

Gygaverse, UE5 Level Designer (10 people) | September 2022 – December 2022

- Conceptualized, blocked out, set dressed and optimized VR levels for the Oculus platform.

Studio Gyris, UE5 Game Developer (15 people) | March 2022 – September 2022

- Designed, scripted, and iterated on player mechanics, game systems, and open-world content.
- Developed an in-editor tool to apply custom LODs to over 400 assets simultaneously resulting in an 8-10 FPS improvement with just a few clicks.
- Devised, created and implemented a spawn system to randomize obstacles at the track, adding variety and dynamic gameplay.
- Implemented destruction features for multiple assets using blueprints.
- Assisted with level design tasks, identifying areas for gameplay improvement and better flow.
- Created a character selection menu from concept to prototype.

Ackitash Gaming, UE4 Game Developer (4 people) | May 2021 – March 2022

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

Jomas Rage, UE4 Game Developer (solo developer) | September 2021 – February 2022

- Developed a prototype with combat 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 including their animation system and dismembering features.

Education

Game Design Course (Present)

FutureGames Warsaw – Game Design, Game Art and Programming School

Diploma in Introduction to Game Design

CG Spectrum – Game Design, Animation and VFX School

Diploma in Level Design

CGMA – Computer Graphics Master Academy