

Pedro Torres

Project Manager / Producer

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Skills

Leadership

- Interdisciplinary Communication
- Agile Pipeline Planning
- Event Coordination
- Conflict Resolution
- Creative Direction

Software Tools

- Microsoft Office Suite
- Unity3D
- Unreal Engine 4
- Adobe Photoshop
- Autodesk Maya

Programming Languages

- C#
- Unreal Blueprints
- Python
- Javascript
- XAML

Work Experience

Event Coordinator / Head Game Master

August 2016 – Present

Moonlight_RPG

- Wrote and ran Dungeons and Dragons adventure content for three weekly playgroups concurrently.
- Organized applications from 550+ players and Dungeon Masters through an SQL database and web portal.
- Coordinated 30+ playgroups to meet an increased demand for more concurrent games.
- Produced and ran a Dungeons and Dragons streams for an audience of 2000+ peak viewers.

Language Tester / Functional Tester

March 2016 – September 2016

VMC Workforce Solutions

- Certified game and app functionality on the Xbox 360 and Xbox One to Microsoft certification standards.
- Verified that games and apps were correctly localized for Spanish and Portuguese speaking regions.
- Tested that games and apps met Microsoft platform technical requirements for publication.
- Wrote detailed reports for bugs and unintended behavior.

Student Projects

Producer (*Sticky Slime*)

September 2018 – April 2019

Unreal Engine 4 – (PC, Unreleased)

Team of 5

- Coordinated a team using an Agile, sprint-based production schedule.
- Worked closely with team members to keep our core mechanics intuitive and fun while on a limited art budget.
- Motivated team members with impromptu gaming nights and other surprises to boost morale during stressful sprints.
- Rescoped and reorganized project planning to accommodate shifting priorities while meeting sprint and milestone deadlines.

Creative Director / Level Designer (*Punk Stereo*)

September 2017 – April 2018

Custom Engine – (PC, Shipped Apr 2018)

Team of 11

- Crafted a clear vision to maintain a consistent style and theme across a large student team.
- Collaborated closely with our art and design teams to bridge communications between creative and technical disciplines.
- Learned to communicate direction decisions to members with a wide variety of disciplinary backgrounds.
- Created a streamlined playtesting pipeline to increase iteration speed.
- Created and implemented 2D platforming puzzles in keeping with our established vision.

Education

Bachelor of Arts in Game Design

DigiPen Institute of Technology

Expected Graduation 2020