

Pedro Torres

Technical Designer

(508) 309-5881

pedro_t16@outlook.com

pedrotorresgames.com

Skills

Design

- Mechanics Design
- UX Design
- System Design
- Tools Design
- Encounter Design

Software Tools

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

Scripting Languages

- C#
- Unreal Blueprints
- Javascript
- Python
- AutoHotkey

Team Skills

- Agile Pipeline Planning
- Team Communication
- Conflict Resolution
- Community Management
- Public Speaking

Work Experience

Administrator / Community Organizer

August 2016 – Present

Freelance

- Managed a gaming-focused online community of over 15,000 users by writing and enforcing rules while resolving conflicts daily.
- Planned, scheduled, and organized large scale community events using Google's suite of online documents and tools.
- Collaboratively maintained a Linux server hosting multiple chat bots, websites, and databases running Python and MongoDB.
- Wrote and ran Dungeons and Dragons adventure content for three weekly playgroups concurrently.
- Organized and delegated playgroups from 700+ player and Dungeon Master applicants through a database and web portal.

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, unintended behavior, and improperly localized text found during testing.

Student Projects

Technical Designer (*Project Roo*)

January 2020 – April 2020

Unity3D – (PC, Shipped December 2020)

Team of 3

- Architected the project's core movement and combat mechanics while incorporating playtest feedback.
- Implemented a first-person, parkour-style movement controller that allows players to run on walls while engaging in combat.
- Designed a simple yet robust weapon creation pipeline using Unity Scriptable Objects to minimize iteration time.
- Created a dungeon layout using a combination of procedural dungeon generation tools and manual level design fundamentals.

RPG Stat Matrix Generator

January 2020 – March 2020

Desktop Application – (PC, Shipped March 2020)

Solo Project

- Created a system for generating parameterized character stat matrices to alleviate the burden of creating and hand-balancing.
- Authored a prototype console application to experiment with and validate my designs quickly.
- Implemented a hill-climbing genetic algorithm to satisfy the sophisticated needs of a parameter-based generation system.
- Learned XAML and the Microsoft .Net WPF toolset to make a user interface for my existing console application.

Education

Bachelor of Arts in Game Design

DigiPen Institute of Technology

Graduated December 2020