

Pedro Torres

Technical Designer

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pedrotorresgames.com

Skills

Design

- System Design
- Encounter Design
- Character Design
- Level / Dungeon Design
- UX Design

Software Tools

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

Scripting Languages

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

Team Skills

- Agile Pipeline Planning
- Creative Direction
- Project Management
- Event Coordination
- Team Communication

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

Technical Designer / Level Designer (*Project Roo*)

January 2020 – April 2020

Unity3D – (PC, Unreleased)

Team of 3

- Directed and architected the project's core gameplay systems while incorporating teammate requests and suggestions.
- Implemented a first-person, parkour-capable movement controller that allows players to run on and jump off walls.
- 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 and manual level design fundamentals.

RPG Stat Matrix Generator

January 2020 – March 2020

Desktop Application – (PC, Shipped March 2020)

Solo Project

- Automated a system for designing statistics matrices to alleviate the burden of creating and hand balancing new ones.
- Created a prototype console application to experiment and test my designs.
- Implemented a Hill-Climbing genetic algorithm to satisfy the sophisticated needs of my designed 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

Expected Graduation 2020