

Antonio Villaescusa Martín

CONTACT

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OVERVIEW

Since I started playing videogames, I always wondered how games were built and how everything comes together. Figuring how to build systems and make everything coherent within the system is my pursue in life. I'm always looking for new challenges and adventures.

WORK EXPERIENCE

Nuclear Toaster Studios

Jan 2018 - Present

Technical Game Designer

- *Deathroned (PC)* Initial team member. As a Technical Designer I developed Deathroned, a Spell-Casting First-Person Shooter.
- I worked in the design team, designing and prototyping the different iterations in the combat system, gameplay mechanics and AI behaviors, in Unreal Engine 4
- Also worked in the design and implementation of the game's UI and UX.

From The Bench

March 2017 - June 2017

Technical Game Designer (Internship)

- I worked mainly in UI and gameplay mechanics polishing in TopStars, a Clash Royale inspired game for Android and iOS

EDUCATION

MS in Game Design

2017 - 2018

University of Technology and Digital Arts, Madrid

MS in expert of game design and development

2015 - 2016

University of Alicante, Alicante

BS in Computer Engineering

2013 - 2017

University of Alicante, Alicante

SKILLS

Unreal Engine 4 - Blueprints Visual Scripting and C++

Unity - C# Scripting

Task Management - Trello, Hack&Plan

C++, C#, Java, Python, LUA, Javascript

State Machines, Flowcharts, UML

Git Version Control

Microsoft Office, Adobe Photoshop, Latex