

LEONARDO RAMÍREZ CORONADO

UNREAL ENGINE TECHNICAL DESIGNER

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Profile Summary

LinkedIn: [leoramco](#)

Technical Designer developing games for 6 years using Unreal Engine, including 4 years working with professional studios building technical game elements for VR multiplayer games. My last project at Dirty Pearl Studios, was designing a VR co-op multiplayer game and implementing various gameplay systems such as Player VR Interactions, Abilities and Procedural Content Generation.

Skills & Abilities Summary

- UE Blueprint scripting
- NPC Behavior Trees
- Client/Server Multiplayer
- Design/Prototype Cycle
- Design Documents (Confluence)
- Version Control (Perforce, git)
- Project Management (Jira, Miro)
- Good understanding of C++

Education

2014 - 2019

Mechatronics Engineering

Anáhuac Mayab University (México)

- Specialized in Robotics and Machine Learning.

Professional Experience (Project | Company | Role)

Inwigo VR Game ([Meta Store link](#)) | [Dirty Pearl Studios](#) | Technical Designer 2024 - 2026

- In charge of the design of the AI Monsters that had the goal of hunting the Players. Created documentation and guidelines for Programmers and Artists.
- Designed and implemented new game mechanics using existing GAS and VR frameworks with the objective of modularity and reusability to speed up development time.
- Collaborated with engineers to implement and improve a new Procedural Content Gen. framework to allow the automatic creation of multiple levels increasing efficiency and also balance manual design adjustments.
- Created and maintained design documentation for AI Enemies, Items and Workflows.
- In charge of Full Gameplay Loop testing for nightly builds, reviewing and maintaining high quality of game mechanic implementations.

Virtual Reality Experiences | [realworld one](#) | Technical Designer 2021 - 2023

- Developed Client/Server multiplayer VR training simulations. Video [here](#).
- Supported the design team with the fast creation of game mechanic prototypes, fine tune gameplay and maintained technical documentation.
- Solved out-of-scope issues in collaboration with the team to simplify complex interactions into simpler systems, staying within budget and saving development time in the process.
- Implemented and optimized reusable gameplay features using Unreal Engine's tools, leading to an increase in performance and scalability.

Independent Projects (Project | Company | Role)

Adventure Game Template | Self-Employed | Technical Designer 2023 - 2024

- Designed and created modular, reusable gameplay systems for efficient development. Video [here](#).
- Prototyped gameplay features to streamline level design and enhance player interactions. Video [here](#).
- Managed gameplay data for systems like Inventory, Weapons, NPCs, Abilities and Save Game using Unreal Engine best practices, like Data Assets and Gameplay Tags.

Deliverance Game | Self-Employed | Gameplay Programmer 2020 - 2021

- Co-developed *Deliverance*, a game with 700+ downloads, featuring strategic movement and monster evasion mechanics. Play the game here on [itch.io](#).
- Designed and implemented the walking mechanic and the AI Behavior System to create the monster.