

Jorge Montolio | Senior Gameplay Programmer

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SKILLS

Game Development ■ Gameplay Programming, Gameplay Design, Systems Design & Scripting, Technical Design, Animation Scripting, Animation Systems.

Programming / Scripting ■ C++, C, 3D Math, Unreal Blueprint.

Engines and Tools ■ Unreal Engine 5, Unreal Engine 4, Unity, Microsoft Visual Studio, Perforce, Subversion.

LATEST WORK



Senior Gameplay Programmer (2022 – Present)

Studio Wildcard | [ARK 2](#), [ARK: Survival Ascended](#)

Unreal Engine 5   

- Implemented some of the main gameplay systems and animation systems for ARK: Survival Ascended and Ark 2.
- Worked with a senior animator to create a climbing animation system that moved players and the camera along a path, dynamically choosing the right animations to play.
- Collaborated with animators to develop a new swimming animation system and scripted the new system from scratch.
- Implemented a new camera system in C++ and blueprint, that adapted to each creatures' speed and movement.
- Worked with level designers and tech artists to create a foliage system to paint foliage on dinosaurs' skins. The foliage grows over time, and it can be harvested by players.



Player Systems Designer (2019 – 2021)

Crystal Dynamics | [Marvel's Avengers](#)

Foundation Engine   

- Worked on the skills, combat, and gameplay systems of several of Avenger's heroes.
- Designed and scripted heroes' combat skills, including melee attacks, ranged attacks, and heroic skills.
- Designed and built some of Black Panther's and Spiderman's heroic attacks from scratch, for the game's expansions.
- Collaborated with level designers and programmers to design and implement the game's revival system.
- Reworked and rebuilt the heroes' defense system.



Gameplay Programmer (2016 – 2019)

Studio Wildcard | [ARK: Survival Evolved](#), [ARK: Scorched Earth](#), [ARK: Aberration](#), [Atlas](#)

Unreal Engine 4   

- Programmed and designed the melee combat system for the multiplayer game *Atlas*, using C++ and Unreal Blueprint.
- Scripted the gameplay of many of ARK's creatures and enemies, using C++ and blueprint.
- Implemented several weapons, including the sword, the mace, the charge lantern, and the dual pistols.
- Modified ARK's animation system to allow the dual wielding of weapons.
- Scripted the Charge system, one of the main gameplay mechanics in *ARK: Aberration*.
- Developed the Ship Captain system in C++, which allows players to control all the cannons and weapons on pirate ships.
- Collaborated with artists and animators daily, communicating design ideas, technical challenges, and animation requirements for ARK's creatures.



Lead Level Designer (2015)

[Gravitas](#)

Unreal Engine 4 

- Led the team's level design department.
- Organized the game's steam release, creating the Steam page, marketing the game, making game builds, hiring localization services, and setting up achievements.
- Coordinated all the level designers, assigned tasks, and made sure that all design-related deadlines were met.



Game Programmer (2013 - 2014)

[Supernauts](#)

Unity | iOS

- Collaborated with the Lead Programmer to implement the multiplayer tournaments, a team-based challenge where players compete to build the most creative worlds using blocks.
- Worked with the Art Department to develop the game's interface.
- In charge of the iPhone's user interface, including all game menus and dialogs.

EDUCATION

Master's in Interactive Technology

SMU Guildhall, Texas | 2014-2016

Dual degree in Computer Engineering and Math

Universidad Autónoma de Madrid, Madrid | 2008-2013

OTHER WORK



Master's Thesis 2015 - 2016

"Creating narrative-oriented systems for a Point and Click adventure in Unreal Engine 4"