# 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.

## EDUCATION

**Master's in Interactive Technology**
SMU Guildhall | 2014-2016

**Dual degree in Computer Engineering and Math,**
Universidad Autónoma de Madrid | 2008-2013

## LATEST WORK



**Senior Gameplay Programmer** (2022 – Present)
Studio Wildcard | *ARK 2, ARK: Survival Ascended*
**Unreal Engine 5**

- Created a dynamic animation system which would dynamically select climbing animations for the player to climb dinos of any size, using motion warping.
- Collaborated with a senior animator to completely rework the swimming animation system, and scripted the new swimming animation blueprint.
- Implemented a new camera system in C++ and blueprint, that used spring interpolation and was able to adapt to different creatures' speeds.
- Worked with level designers and tech artists to create a foliage system in blueprint, which allowed artists to paint foliage on dinosaurs. The foliage would grow over time, and it could be harvested by players.



**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 their ship.
- Collaborated with artists and animators daily, communicating design ideas, technical challenges, and animation requirements for *ARK*'s creatures.



**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.
- Collaborated with level designers and programmers to design and implement the game's revival system.
- Reworked and rebuilt the heroes' defense system.



**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, among others.
- Coordinated all the level designers, assigned tasks, and made sure that all design-related deadlines were met.
- Drove the creative process behind the game's level design, and made sure that all levels had consistent design and difficulty.
- Designed puzzle areas in more than five of the game levels.
- Collaborated with the programming team to create the main game mechanic: the gravity fields.

## OTHER WORK



**GDC Platinum Winner**, Narrative Review Competition for the Narrative Review of the game *Braid*.



**Master's Thesis** 2015 - 2016
*"Creating narrative-oriented systems for a Point and Click adventure in Unreal Engine 4"*