

# LEONARDO MONTES

Technical Artist

Programmer

## CONTACT

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## PORTFOLIO

www.leonardomont.es

## SKILLS

### CPU & GPU Programming

C# · C++ · Python · HLSL · GLSL · CG

### Design & 3D Modeling softwares

Photoshop · Illustrator · Premiere Pro · Substance Painter & Designer · Blender · Houdini · Maya

### Game engines

Unity · Unreal Engine 5

### Documentation

InDesign · Google Suite (Slides, Sheets, Docs) · Microsoft Suite (PowerPoint, Excel, Word)

## LANGUAGES

### French

Native

### English

Advanced · C1 · TOEIC 960

### Italian

Intermediate · B1

## EDUCATION

### Master's degree in Game Design

ISART Digital Paris · 2016-2020

## INTERESTS

### Cinema

Loves cinema; attended the Cannes Film Festival almost every year for the past nine years.

### New Technologies

Created an AI DJ capable of conversing with the user and controlling Spotify.

### Fashion

Modeling, sewing.

### Cooking

### Music

Learning guitar and piano.

### Traveling

Lived in Poland for a month; visited Spain, Germany (Cologne), and Italy (Florence, Italian Alps).

## ABOUT

Graduated with a master's degree in Game Design from ISART Digital Paris in 2020, I am also a self-taught programmer with over 10 years of experience in C# on Unity. Passionate about graphic programming and shader creation, I have acquired skills in 3D modeling and texturing to enhance my versatility and expertise in video development pipelines.

As a Technical Artist, my knowledge in programming and asset creation allows me to create innovative visuals and communicate seamlessly with various professional disciplines, including artists, programmers, and management.

Currently seeking new medium to long-term opportunities, I am enthusiastic about sharing my expertise and contributing to exciting projects within new teams.

*Open to relocating (national and international) as well as various work arrangements (on-site, hybrid, or remote).*

## EXPERIENCES

### Creative Director & Technical Artist

Fugue Interactive · Full-time · Oct 2020 - Nov 2023

- Administrative management and creative direction of the studio created for the development of *Red Sails*, my end-of-studies project.
- Negotiation and signing of a large publishing contract after the project's appearance at the PC Gaming Show 2020.
- Supervision of up to 6 in-house full-time employees and several external freelancers.
- Main programmer, involved in physics, controls, AI, and visuals.
- Creation of visual effects (boat trail, sandstorms, etc.), stylized shaders, and a custom rendering pipeline in Unity and later in Unreal Engine 5 (by modifying the engine's source code).
- Development of level design tools and export scripts to facilitate asset creation between game engines (Unreal Engine, Unity) and 3D modeling software (Blender, Houdini).
- Training of internal and external teams on development pipelines and asset production.

### Programmer

Altera studio · Freelance · July 2023

Development of an opponent AI in Unity for an unannounced turn-based tactical game, with a pathfinding system, context-aware actions, and debug visuals to help designers balance the AI.

### Technical Artist

The Arcade Crew - Dotemu · Freelance · 2022

Creation of various visual effects and shaders for an unannounced PC platformer game published by The Arcade Crew - Dotemu (*under NDA*).

### Technical Artist

PinPin Games · Freelance · Jan 2020 - Aug 2020

Creation of various visual effects and shaders on Unity for PinPin Games for casual mobile games.

### Level Designer

Douze Dixièmes (Focus Entertainment) · Internship · Sept 2019 - Feb 2020

Design of 2D and 3D puzzles, creation and implementation of levels and new gameplay elements for the award-winning puzzle-platformer game *Shady Part of Me*, developed with a proprietary game engine.

### Game Designer & Programmer

Atomic Raccoon Studio · Internship · Apr 2018 - Feb 2019

- Implementation of the Steam API on Unity for the game *Stay Safe*, including achievements, online saves, and a system to record player paths to create « ghosts » to race against.
- Research and development with the publication of an article on implementing a fluid simulation with Unity ECS/DOTS.
- Creation of an online mobile party game (design, graphics, and programming).
- Participation in the pre-production of a new game and creation of a presentation cinematic for the project.
- Writing of Game Design Documents.