

Francisco Montalvo

montalvo141.fm@gmail.com
HOME PHONE (714)525-8042

PORTFOLIO SITE

www.fmontalvo.com

Skills Summary

Software: Unity , Unreal Engine 4 , Photoshop, Maya , Version Control(SVN)
Programing Languages : C++ , C# , Java , html/css

Projects

Chronopulse

duration of project (July 2014- December 2014)

Genre: action platformer

four person team: Designer , Producer, Lead Artist , Technical Director

completed tasks

- 1 level
- main character : modeled ,rigged , and animated
- turret
- player can reflect incoming laser shots
- chronopulse :a custom bullet time effect that slows down the game world in pulses
- implemented a curve system for the player and camera to follow
- custom shader for the environment
- moving platforms
- doors that open when struck with laser

Work Experience

Programmer 2015-2016 Dragons Eye Entertainment

Role: Implementing Interactable npcs with a randomly generated quest line while incorporating existing Inventory database.

Education

The Art Institutes of California - Orange County 2011- 2015

BS in Visual Game and Programming

Miscellaneous

Favorite Games: Star Fox 64, Mega Man Battle Network 3, Mega Man Zero 2, Team Fortress 2, Golden sun, Jak and Daxter 3, Xenoblade Chronicles 2, Rune Factory 4,Lunar Knights