



TONI MORENO

GAME DESIGNER



PERSONAL DATA

Name Antonio Moreno Megías
 Date of birth 22 July 1990
 Nationality Spanish
 Languages Spanish, English



CONTACT

Phone (+34) 680 36 89 16
 Email antmormeg@gmail.com
 Website tonimorenogamedev.wordpress.com
 City Madrid, Spain



PERSONAL SKILLS

Unreal Engine ██████████
 Unity ██████████
 JIRA/Atlassian ██████████
 Web languages ██████████
 Gimp/Photoshop ██████████
 C++ ██████████



WORK EXPERIENCE

- **Integrations Analyst**
 Avature (Madrid) (2020-present)
 - Analysis and development of integrations between Avature talent management software and external systems using Apache Nifi.
 - Requirements gathering and documentation.
 - Functional testing and QA.
- **Game Designer**
 Tectonic Studio (Madrid) (2019)
 "Meteor Squad" (PC): entry for PlayStation® Talents 2019 competition.
 - Gameplay design and level design (Unreal Engine 4).
 - Sound implementation and audio testing.
 - Testing and QA.
- **IT Business Analyst**
 Miratech (Kyiv, Ukraine) (2018-2019)
 - Business analysis and QA for several projects (callcenter software, CRM, electronic signature)
 - Management of CRM systems (Microsoft Dynamics 365)
- **IT Business Analyst**
 Iberia (Madrid) (2017-2018)
 - Functional analysis and UAT.
 - Management of iberia.com portal using Oracle WebCenter Sites.
- **Solutions Assistant**
 Everis (Madrid) (2016-2017)
 - Development of iberia.com modules using Oracle WebCenter Sites.
 - QA and testing assistance.



AWARDS AND RECOGNITIONS

- **PlayStation® Talents 2019**
 "Meteor Squad"
 (Tectonic Studio)
 Semifinalist
- **Junta de Andalucía Award to Excellence 2008**
 Granted by Junta de Andalucía to the top academic results in Bachillerato



EDUCATION AND TRAINING

- **Master's Degree in Videogame Design**
 Universidad Complutense de Madrid (2018-2019)
- **Mechanical Engineering**
 Universidad de Sevilla (2008-2014)
 Dublin Institute of Technology (2013)