

CESAR SOLIS GALINDO

Creative Director & Lead Game Designer

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Summary

Creative Lead with **14+ years of experience** in Game Design, Software Dev, Game Direction and Production. Worked with remote and multidisciplinary teams on multiple genres like **MMOs, Roguelikes, FPS, TCGs, Horror and Strategy** across various platforms **VR, Console, UEFN and PC**.

Experience breakdown: **Game Design** (6+ years) **PM, Creative Direction** (4+ years) **Software Development** (4+ years)

Projects Showcase

 Orcs must Die: By the blade! [VR] Role: Creative director & Design lead [Teravision Games]	 Zombie Dragon Adventure [UEFN] Role: Design lead [Teravision Games]	 Star Plunder: MMO [PC & Consoles] Role: Creative Director & Product owner [Supernova Games]
- Spearheaded the production of the game, establishing milestones, publisher follow-up and overall direction with the team (~50 people) - Defined a restructure of the core loop, combat system, Boss fights, puzzles, economy & navigation - Managed Voice Actors, Cinematics, multiplayer systems and story implementation in UE	- Managed the official collaboration with Wizards of the coast. Bringing the DnD IP to Fortnite for the first time. - Overall design of a Roguelike with custom enemies, player abilities, exploration systems and a final boss - Product alignment with artist so that custom designs are in line with the IP	- Owner of all stages of development from pitch and Ideation, MVP, core development and alpha. (Favorite part: design the flying pirate ships system) - Defined 2 years of live service strategy based on the eng architecture, economic flow and story - Roadmap and milestone definition for ~75 artist, developers in a remote/international env
 Outer Ring: FPS MMO [PC] Role: Senior UE Engineer [Nexxyo Labs]	 Hi-5: Rhythm Game [Mocap + PC] Role: Technical Game Designer [Universidad Anahuac]	 Who is Michael Sterling? [VR] Role: Gameplay programmer [Ink Stories]
- Owner of Gameplay ability system (UE: GAS) and player's movement - Collaborated with the design team for rapid prototyping and development of features in weekly sprints - Followed a test-driven development methodology in both blueprints and C++	- A serious game for patients with Parkinson's disease, using a mocap suit as the interaction method - Overall design and development work on UE, and a standalone application for medical reports and follow-up - Designed 2 accessibility systems to dynamically balance the game in favor of positive reinforcement	- Participants embody a young Black Michael Sterling, as he experiences the trauma of racism. In partnership with Stanford University and Columbia University. - Performance and blueprint refactor to c++ (UE4). FPS from 14 to 96, Loading times 6 min down to 5 sec - Developed Puzzles, level design and overall flow of the game

Experience

 Teravision Games Creative director & Lead game Designer	Remote [Mex, Colombia] 01/2025 - Present
I successfully directed and released 5 projects at Teravision Games, enhancing gameplay experiences and team dynamics by defining best practices, workflows, playtest and measurable goals. - Led the development and release of "Orc Must Die by the Blade," focusing on puzzle design and combat encounters. Managed a team of ~13 Designers (Junior - Leads) across multiple projects, ~50 multidisciplinary Devs across all development stages. - Acted as the client relationship manager, facilitating milestone definitions and feedback for seamless collaboration. - Conducted economy simulations [Machinations] to optimize gameplay loops, contributing to engaging player experiences. - Worked on FPS, roguelike and combat oriented games. Polishing the core loop and overall systems. - Designed multiple UEFN official collaboration islands, collaborating with popular IPs like "The Walking Dead" and "Dungeons and Dragons". - Developed in UE5 using both blueprints and C++, ensuring high-quality game mechanics.	

Experience

	Supernova Games Lead game Designer & Creative Director	Remote [Mex, US, JP] 06/2023 - 12/2024
	- Owned the overall vision and design of 4+ games, guiding them from concept to development. - Developed core gameplay elements and enhanced AI encounters to elevate player experience. - Managed diverse teams of 7–50 members, fostering a collaborative and creative environment. - Facilitated communication with clients and stakeholders to align project goals with business priorities.	
	Xseed Solutions Senior Unreal Engine 5 Engineer	Remote [Mex, US] 04/2023 - 10/2023
	- Designed and developed engaging gameplay features using Unreal Engine 5. - Implemented C++ and blueprint solutions for both VR and PC projects. - Collaborated with a diverse team of over 15 developers across multiple time zones.	
	Nexxyo Labs Senior Unreal Engine 5 Gameplay Engineer	Remote [Mex, Spain] 09/2022 - 02/2023
	- Developed engaging gameplay features using Unreal Engine 5's Gameplay Ability System and Enhanced Input Frameworks. - Defined a comprehensive source control and branching strategy for UE5, ensuring streamlined collaboration. - Implemented unit and automation testing for blueprints, improving the reliability of game prototypes. - Conducted research and feature design based on the UE Lyra project to enhance user experience.	
	iNK Stories VR Technical Game designer	Remote [Mex, US] 09/2021 - 06/2022
	- Designed and developed level layouts for the final chapter of a VR game, enhancing player engagement. - Defined interactive VR puzzles and mini-games to create immersive gameplay experiences, fully implementing the logic and assets Refactored approximately 70% of custom game systems from blueprints to C++, significantly improving load times and FPS. (load times from 6 min to 5 sec, FPS from 14 to 96)	
	Tecnológico de Monterrey Full Stack Development Teacher	Mexico City, Mexico 11/2021 - 05/2022
	- Prepared students to build and deploy websites, e-commerce platforms, and interactive web pages using MongoDB, XML, HTML, and CSS. - Guided and mentored students through their project development, ensuring they grasped fundamental concepts. - Provided individualized support to students in other programming classes, enhancing their learning experience.	
	Thomson Reuters C++ Software Development Engineer	Mexico City, Mexico 09/2021 - 02/2022
	- Collaborated within SCRUM and Kanban frameworks, ensuring effective communication with QA and Product Owners. - Developed software solutions using C++ and .NET, adhering to Continuous Delivery and Test-Driven Development methodologies. - Innovated a new workflow for in-person and remote Scrum rituals, enhancing team collaboration and comfort.	
	Solera México Full Stack Software Development Engineer	Mexico City, Mexico 05/2020 - 08/2021
	- Working with SCRUM and Kanban Methodologies, having close communication with QA and Product Owners. - Developing in C#, react, .net and HTML using Visual Studio. • Relational and non-relational database implementation and integration. - Following a Continuous Delivery/Integration Methodology, Test-Driven Development and deploying in multiple environments. - Active participation in the Team's code reviews, giving and receiving feedback searching for improving our practices.	
	Mexican Startup "Hybrid Escape Rooms" Game Designer & Creative Director	Mexico City, Mexico 05/2019 - 05/2020
	- Spearheaded the startup development of a hybrid escape room utilizing Unreal Engine technology. - Designed four immersive experiences, each lasting 40–60 minutes, featuring unique and non-repetitive puzzles. - Ensured puzzles were interconnected with Unreal Engine, incorporating randomized inputs for diverse scenarios.	

Experience

 **Universidad Anahuac** Mexico City, Mexico
Technical Game Designer 01/2019 - 12/2019

- Pitched a **MOCAP research project** using Unreal Engine to capture data of patients with Parkinson's disease.
- Unreal Engine 4 Developer using C++ and Blueprints with a SCRUM-based methodology.
- Developing the core mechanics of the game, Network and Database integration, building the game for PC.
- In charge of **writing and maintaining Game's Documentation**, Balance game mechanics, difficulty and scoring systems, receive feedback and implement the necessary changes to fulfill the project's vision.
- This project became my **Thesis** as a Computer science Engineer

 **Metraje Pro & Post** Mexico City, Mexico
Producer and Mocap Technician 01/2017 - 12/2018

- Client relationship management and project supervisor during preproduction and postproduction of TV commercials and animated series.
- Mocap Technician responsible for calibrating and operating the Capture System, while providing direction and assistance on set.
- Experience using Optitrack, Faceware, Motive, Motion Builder and Cinema 4D.
- Director Assistant and Editor for commercials, Animatics and TV Series using After Effects and Premier.

 **Microsoft** Mexico City, Mexico
Summer Internship 2009 - 2012

[3 Times during the summer, 3 months each, 9 Months Total | 2009 - 2012]

- Part of the Marketing team in charge of releasing Office 365 in Mexico, Manual and Demo development to instruct retailers on how to use the product and showcase the main features Nationwide.
- Expositor for Xbox Mexico at the company meeting showcasing Kinect and Kinect Star Wars.
- Management and conduction of Focus Groups.

Education

 **Universidad Anáhuac Mexico** Mexico City, Mexico
Bachelor of Science - BS, Computer Science 2014 - 2020

- Excellence Academic Honor Award for having the top 5% GPA

Skills

Game Engines: Unreal Engine 4 · Unreal Engine 5 · Unity · Godot

Programming Languages: C++ · C# · Java · SQL · React · JavaScript · TypeScript · HTML · CSS · Verse · UE Blueprints

Social Skills: Stakeholder Management · Cross Functional Collaboration · Mentorship

Frameworks & Tools:

.Net Core · OpenGL · Git · Mongo · Jira · Pivotal · Kibana · Asana · Google Suite · NodeJS · Confluence · Visual Studio ·

Vicon and Optitrack Mocap Systems · Tableau · VR · AR · Plastic CM · Perforce · Figma · Machinations

About me

I am a die-hard Star Wars fan with an intense passion for cinematography, music, and video games. I also love practicing sports, cooking and going on amazing adventures by playing Dungeons & Dragons. Not only that, but I have 2 dogs (That mean the world to me) and 2 siblings (that I love and admire).

One of my professional and personal goals is to develop meaningful experiences, which can ignite a spark of feelings in people's lives, inspiring them to have a new vision about themselves and the world that surrounds them.

This is the impact that video games have had in my life, and I would love to have a career in which I can do the same.

I believe that my experiences and projects have helped me grow and develop as an ethic and committed professional.