

ANTHONY PANECASIO

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SUMMARY OF SKILLS

- Whitebox layouts within game editors and/or Autodesk 3DSMax.
- Visual scripting for gameplay encounters, mission logic, and beyond.
- Modular kit design and usage.
- Writing and maintaining technical documentation.
- Advanced experience with Adobe Creative and Microsoft Office suites.
- Version control with Perforce/P4.
- Task and bug management with Atlassian JIRA.
- Working understanding of OOP languages like C# and C++.

EXPERIENCE & PROJECTS

Level Designer, Ubisoft Toronto

Undisclosed Project (September 2016 – Present)

- Prototyping tools and systems relating to level design.

Watch_Dogs 2 (February 2015 – August 2016)

- Owner of a major narrative mission, responsible for pitch and cradle-to-grave iteration.
- Whitebox layout creation, mission scripting, and prototyping exotic gameplay.

Undisclosed Project (Canceled; September 2014 – February 2015)

- Pitched new gameplay features and prototyped exotic FPS gameplay.

Assassin's Creed Unity (September 2013 – September 2014)

- Owned and designed all interior and exterior gameplay spaces in a 4-player mission.
- Scripted gameplay encounters and mission logic.

EDUCATION

Software Development Advanced Diploma (Candidate) 2012-2012

Computer Systems Technology

Mohawk College, Hamilton, ON

- Focused on object-oriented programming, system design, computational mathematics, and technical documentation.

Bachelor of Engineering (Candidate) 2007-2011

Software Engineering & Game Design

McMaster University, Hamilton, ON

- Focused on object-oriented programming, algorithms, discrete logic, applied mathematics, physics, and statistics.