

# 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**

#### ***Far Cry 5 (September 2016 – Present)***

- Owner of several missions of varying scope. (More details to be added upon release.)

#### ***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.