

# 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

### Senior Level Designer, Ubisoft Toronto

#### *Undisclosed Project (February 2018 – Present)*

- More details to be added upon release.

#### *Far Cry 5 (September 2016 – January 2018)*

- Level Design owner of 2 major narrative missions.  
(More details to be added upon release on 27 March 2018.)

### Level Designer, Ubisoft Toronto

#### *Watch\_Dogs 2 (February 2015 – August 2016)*

- Pitched and owned a major narrative mission, from conception to final ship.
- Prototyped exotic gameplay, whiteboxed layouts, and scripted mission logic.

#### *Undisclosed Project (Canceled; September 2014 – February 2015)*

- Pitched new features and prototyped exotic FPS gameplay.

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

- Whiteboxed layouts and scripted logic for a 4-player co-operative mission.

### Embedded Development Tester, Ubisoft Toronto

#### *Splinter Cell Blacklist (June 2012 – September 2013)*

- Worked with 3 single-player campaign map teams to log LD, LA, and AI bugs.

## PUBLICATIONS

Featured Post on Gamasutra: [Watch Dogs 2 "Man Versus Machine" Design Breakdown](#)

Featured Post on Gamasutra: [Learning Basic Fluency in Dark Souls 3's Cemetery of Ash](#)

Featured Post on Gamasutra: [Read Short Stories, Become A More Well-Rounded LD](#)

## EDUCATION

**Bachelor of Engineering (Candidate) 2007-2011**

**Software Engineering & Game Design**

McMaster University, Hamilton, ON

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