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.