# ANTHONY A. ALVAREZ

(305) 323-1397 | iamanthonyalvarez@gmail.com | Portfolio

Creative game designer and people leader with 15 years in game development and multiple shipped AAA titles.

## PROFESSIONAL EXPERIENCE

**Principal Designer | Side (formerly PTW) | Fort Lauderdale, FL & Remote | August 2020 – Present**
*Leadership and Accomplishments*
- Mentor and manage a team of eight game, technical and level designers across multiple projects
- Oversee team's hiring, career development, performance reviews and regular feedback
- Spearheading design direction and development of combat systems and encounters to develop gameplay features, missions, systems and levels in UE5 and Unity
- Collaborate to develop and refine core gameplay systems for original intellectual properties
- Developing multiple pitch materials and presenting original intellectual properties to publishers

*Daily Responsibilities*
- Author and maintain extensive design documentation for best practices on high level designs and gameplay feature specs for both external partners and internal development
- Coding and implementing key gameplay features using C++ & Unreal Blueprints
- Point of contact with Art, Production, QA and Design team across several projects to ensure customer feedback, production milestones and issues are addressed
- Refining gameplay systems and levels for single player and multiplayer games

**Lead Level Designer | Ghostpunch Games (now Side) | Fort Lauderdale, FL | August 2018 – August 2020**
- Managed two designers on separate projects creating and implementing levels and gameplay
- Optimized levels, missions, combat and content for Borderlands 2 VR DLC in Unreal 3

**Designer | TinMoon Studios | New York, NY | November 2017 – August 2018**
- Worked within a small team to design and implement core gameplay systems including AI behavior trees, UI functionality and level layouts for single and multiplayer games for three in-house UE4 projects
- Created and developed design documentation and pitch presentations for publisher consideration

**Designer | High Voltage Software | New Orleans, LA | April 2015 – October 2017**
- Partnered with two studios to pioneer visceral gaming experiences in emerging VR technology and developed the first commercial VR FPS gaming experience
- Directed development of core AI, combat and animation systems in UE4
- Designed, documented and implemented mission content, levels, features and systems for VR and multiplayer games

**Level Designer | Darkside Game Studios | Sunrise, FL | May 2010 – February 2015**
- Collaborated across Art, Production and Engineering departments to manage feature creation from concept to gold master phase on several large-scale projects to create high quality content
- Built efficient systems ensuring performance targets were achieved across all platforms in Unreal Engine
- Documented key systems, missions, combat and tutorials for internal use and external publishers
- Efficiently blocked out levels using 3D modeling tools while conforming to set metrics and mission design for various titles & genres including FPS, 3rd Person Shooter, 3rd Person Action

**Level Scripter | Ignition Entertainment Florida | Gainesville, FL | December 2009 – May 2010**
- Designed and implemented scripted events, physics-based puzzles and combat into game environment for FPS in UDK

## PROJECTS

2025: "Risk of Rain 2: Alloyed Collective" – 3rd Person Roguelike
2023: "Unannounced Title" – 3rd Person Action Roguelite
2021: "Gravity Goal" – *Cancelled* F2P Multiplayer 3rd Person Action Vehicle Sport Game
2019: "Risk of Rain 2" Skills 2.0 Update / Artifacts Content Update – 3rd Person Roguelike
2018: "Borderlands 2 VR" – First Person Shooter
2018: "Death Is Not the End" – Asymmetric Survival Co-op
2018: "Warp Vector" – Top-Down Space Shooter
2017: "They Live to Destroy" – Gear VR Online Strategy Game
2016: "Unannounced Title" – Class-based Multiplayer Combat Game
2016: "Dragon Front" – Oculus VR Multiplayer Online Card Collection Game
2016: "Damaged Core" – Oculus VR Single Player First Person Shooter
2015: "Unannounced Title" – First Person Physics-based Puzzler Platformer
2015: "Phantom Dust" – Multiplayer 3rd Person Arena Combat Card Collection Game
2014: "Borderlands: The Pre-Sequel" – Multiplayer First Person Shooter
2014: "Ratchet & Clank: Before the Nexus" – Single-Player Mobile Infinite Runner
2013: "Sunset Overdrive" – Multiplayer 3rd Person Open World Action Platformer
2013: "Aliens: Colonial Marines – Stasis Interrupted" – Multiplayer First Person Shooter
2012: "Borderlands 2: Mister Torgue's Campaign of Carnage" – Multiplayer First Person Shooter
2012: "Spec Ops: The Line" – Multiplayer 3rd Person Cover Shooter
2010: "Borderlands: Claptrap's New Robot Revolution" – Multiplayer First Person Shooter
2010: "Reich: Downfall" – Single-Player Physics-based First Person Shooter

## EDUCATION

**Master of Science, Interactive Entertainment**
Florida Interactive Entertainment Academy (FIEA)

**Bachelor of Arts, Digital Interactive Systems**
University of Central Florida

## SKILLS

**Technical & Design:** Unreal Engine (UE5), UEFN, Unity, Proprietary Editor, Infernal, JetBrains Rider, Microsoft Visual Studio, Autodesk 3ds Max, Autodesk Maya, Adobe Creative Suite (Animate, Photoshop and Premiere), Miro, Figma

**Programming:** C++/C#/C, Blueprint Visual Scripting, Verse, AI Behavior Trees, UnrealScript, Lua, Python, ActionScript 3.0, HTML/CSS, PHP

**General:** 7 years of managerial skills, Perforce, TortoiseSVN, JIRA, ClickUp, Hansoft, DevTrack, Confluence, Mindjet Manager, Fluent in Spanish