

# ANTHONY ALEXANDER ALVAREZ

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Creative game designer with 16 years of experience in game development and shipping AAA titles. Skilled in Combat Design, RPGs and first-person shooter gameplay. People leader that enjoys collaborating on multiplayer, FPS and virtual reality projects.

## PROFESSIONAL EXPERIENCE

### Principal Designer | Side (formerly PTW) | Remote | August 2020 – Present

#### *Leadership and Accomplishments*

- Manage and direct a team of eight game, technical and level designers across multiple projects
- Oversee team's hiring, career development, performance reviews and regular feedback
- Spearhead design, art, visual direction and development of combat systems and encounters on gameplay features, missions, systems and levels in Unreal Engine and Unity
- Align with leadership team to refine core gameplay systems and develop original intellectual properties
- Develop pitch materials and present original intellectual properties and experiences 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
- Code and implement key gameplay features using C++ and Unreal Blueprints scripting
- Point of contact for Art, Production, QA and Design teams across several projects to ensure customer feedback, achieve production milestones and address development challenges
- Refine designs for clear gameplay systems and levels for single player and multiplayer games

### Lead Level Designer | Ghostpunch Games (now Side) | Remote | August 2018 – August 2020

- Managed two designers on separate projects creating and implementing levels and gameplay
- Optimized levels, combat, missions and content for Borderlands 2 VR DLC

### 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 Unreal 4 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 and animation systems
- Designed 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 teams to manage features and develop high-quality content from concept through gold master for multiple large-scale projects
- Built efficient systems ensuring performance targets were achieved across all platforms
- Documented key systems, missions and tutorials for internal use and external publishers
- Efficiently blocked out levels using 3D modeling tools while conforming to set metrics and mission design

### Level Scripter | Ignition Entertainment Florida | Gainesville, FL | December 2009 – May 2010

- Designed and implemented scripted events, physics-based puzzles and combat into game environment

## PROJECTS

2025: "Risk of Rain 2: Alloyed Collective" – 3rd Person Roguelike  
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

## SKILLS

- **Technical & Design:** Unreal Engine (UE5), UEFN, Unity, Proprietary Editor, Infernal, JetBrains Rider, Microsoft Visual Studio, Autodesk 3ds Max, Autodesk Maya, Adobe Creative Cloud (Animate, Photoshop, Premiere), Miro, Figma
- **Programming:** 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, Slack, Mindjet Manager, Microsoft Office 365, Zoom
- **Interpersonal Skills:** Fluent in Spanish, basic Italian, excellent verbal and interpersonal communication skills, exceptional presentation and public speaking skills

## EDUCATION

### Master of Science, Interactive Entertainment

Florida Interactive Entertainment Academy (FIEA)

### Bachelor of Arts, Digital Interactive Systems

University of Central Florida