| **Anthony PanecasioLevel Designer & Team Lead** |  |  anthony@panecasio.com panecasio.com linkedin.com/in/panecasioToronto, Ontario, Canada |
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| **Work ExperienceTeam Lead Level Designer** *Ubisoft Toronto (Oct 2022 - Present)*Lead a team of 5 LDs to create single-player missions for a third-person action adventure game. Work across departments to develop processes and plan the project.**Senior Level Designer***Ubisoft Toronto (Feb 2022 - Oct 2022)*Pitch and develop single-player mission content for a third-person action adventure game. Collaborate across departments to request and integrate content.**Senior Level Designer***Alpha Channel Games (Oct 2020 - Feb 2022)*Prototype layouts and features, write narrative and mission content, model and animate placeholder props for use in the game world.**Advanced Level Designer***Certain Affinity Toronto (Apr 2020 - Oct 2020)*Create level tile geometry and pitch missions and objectives that combine level tiles into exciting play spaces for 1-4 players in a third-person action game.**Previous Experience****Game Designer***Ubisoft Toronto (Jan 2019 - Apr 2020)***Senior Level Designer** *Ubisoft Toronto(Aug 2016 - Jan 2019)***Level Designer** *Ubisoft Toronto(Sept 2013 - Aug 2016)***Embedded Development Tester** *Ubisoft Toronto (Jun 2012 - Sept 2013)*For details on the roles above, visit my LinkedIn profile. |  | **Shipped Projects**Far Cry 6 (2021)Far Cry 5 (2018)Watch Dogs 2 (2016)Assassin’s Creed Unity (2014)Splinter Cell Blacklist (2013)  |
|  | **Core Skills**Blockmesh Layouts, Visual Scripting, Documentation, Pitching, Prototyping, Pre-vis, Process Development, Project Planning, Team Tasking, Mentorship |
|  | **Game Editor Experience**Ubisoft Snowdrop, Dunia, Disrupt, and AnvilUnreal Editor 4 and 5 |
|  | **Software**JIRA, Confluence, MIRO, Figma, Perforce, Adobe Photoshop, Adobe Premiere, 3DS Max, Blender |
|  | **Features on GameDeveloper.com**• Learning Basic Fluency In Dark Souls 3's Cemetery of Ash• "Man Versus Machine" Watch Dogs 2 Level Design Breakdown |
|  | **Education**McMaster University (2007 - 2011)B.Eng, Software Engineering (Candidate) |
|  | **Interests**Running, Hiking, Graphic Design, Reading |