

Anthony Panecasio

Game & Level Designer

✉ anthony@panecasio.com
🌐 <https://www.panecasio.com/>
🌐 [linkedin.com/in/panecasio](https://www.linkedin.com/in/panecasio)
📍 Northumberland County, Ontario, Canada

Work Experience

Senior Game Designer

Ubisoft Toronto (March 2025 - Present)

Focus on 3Cs, Player gadgets, and LD ingredients. Work across departments with many stakeholders and ICs to prototype, prioritize, and implement features.

Team Lead Level Designer

Ubisoft Toronto (Oct 2022 - March 2025)

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.

Previous Experience

Advanced Level Designer

Certain Affinity Toronto (Apr 2020 - Oct 2020)

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

Process Development, Project Planning, Pitching, Prototyping, Pre-vis, Documentation, Technical Design, Mission & Quest Design, Blockmesh Layouts, Visual Scripting, Design Mentorship

Game Editor Experience

Ubisoft Snowdrop, Dunia, Disrupt, and Anvil
Unreal 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