| **Anthony Panecasio Level Designer & Team Lead** |  | anthony@panecasio.com  panecasio.com  linkedin.com/in/panecasio Toronto, Ontario, Canada | |
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| **Work Experience  Team 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 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 | |