

TONY PERKINS

Skill Summary

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|-----------------------|-----------------------------|---------------------------|
| 1. Project Leadership | 5. CCG Design & Balance | 9. XML / PHP / C++ / HTML |
| 2. Content Creation | 6. Level Design & Scripting | 10. Scrum Development |
| 3. Unity Engine | 7. Mission Scripting | 11. Eclipse |
| 4. Unreal Engine | 8. Gameplay Design | 12. Photoshop |

Employment

March 2014 – Present	Synapse Games (Kongregate)	Chicago, IL
Project Lead, Lead Designer / Producer		
<ul style="list-style-type: none"> Project Lead and Designer on the mobile CCG (Collectible Card Game) <i>Spellstone</i>. Create weekly content for CCG <i>Spellstone</i>, <i>Tyrant Unleashed</i> and <i>Global Assault</i>. Manage live content deployment and monetization strategies week to week. Plan springs and manage between 5-10 team members to reach project goals. Take lead on design aspects from art direction, mission design, card balancing, feature deployment, event balancing, simulations, and live pvp battle balancing. 		
Sept 2013 – March 2014	Ubisoft	Morrisville, NC
Technical Support Representative		
<ul style="list-style-type: none"> Provided phone and email support to customers for all Ubisoft titles. Worked closely with a specialized team to solve new problems with titles over all platforms including console, PC and mobile. Handled sales of digital or physical products purchased from official retailers. 		
Jan 2010 – Sept 2012	Wideload Games (Disney Interactive)	Chicago, IL
Level Designer		
<ul style="list-style-type: none"> Started as a Quality Assurance Internship for <i>Disney's Guilty Party</i>. Worked on Marvel's <i>Avengers Initiative</i> for iOS devices, built in Unity. Level Designer responsible for layout, scripting, and camerawork of all levels. Lead cross-discipline strike teams and design meetings with engineering and art. Undertook various flexible roles to help the game throughout production. 		
June 2008 - Dec 2008	Midway Amusement Games	Chicago, IL
Level Design Internship		
<ul style="list-style-type: none"> Worked on an open world game called <i>Hero</i>, built with Unreal 3. Designed and created multiplayer levels. Missions, scripting and entire open world environment for vertical slice content. Wrote design documents, organized wiki pages and other paper designs. 		
Graduated June 2010	DePaul University	Chicago, IL
Major — Computer Game Development		
<ul style="list-style-type: none"> <i>Concentration in Design and Production.</i> 		
Minor — Computer Science		

Education

Related Experience

Ninja Academy (2004 – Present)

- Text-based role playing game created and managed by myself.
- Staff of 20 volunteers I coordinate on a weekly basis.
- Numerous game systems, including a battle system and leveling system.
- In depth creation system for members to make their own content and characters through a staff run approval process.

DePaul Game Elites (2009 – 2010)

- A team of students formed to create a game for the Independent Games Festival.
- Created *Devil's Tuning Fork*, one of ten winners of the Independent Games Festival Student Showcase. I was the Lead Level Designer and Director of Game Mechanics for the project.

General Game Experience

- Unity engine experience (5+ years)
- Unreal editor experience (4+ years)
- Live Servicing (3+ years)
- Scrum Development (5+ years)
- Freelance level design work for Persuasive Games for MTV.

Activities and Honors

- One of Ten Winners in 2010 IGF Student Showcase (Devil's Tuning Fork)
- Phase 3 Finalist in Make Something Unreal Contest (Toon Doom)
- Finalists for "Best Level" in Make Something Unreal Contest (Toon Doom)
- One of Six honorable mentions for "Best non-FPS Mod" in Make Something Unreal Contest (Toon Doom)
- National Society of Collegiate Scholars, 2007- 2008
- DePaul Dean's List, 2007-2010
- Recipient of the DePaul Centennial Scholarship
- Students Against Hunger and Homelessness, 2007-2009
- Upsilon Pi Epsilon, 2007-2008

Portfolio

<http://www.cs14productions.com> (Personal Portfolio)
<http://www.devilstuningfork.com/> (Devil's Tuning Fork; IGF 2010 Student Winner)
<http://www.ninja-academy-online.com/> (Text based RPG; 2004-Present)
<http://www.http://synapsegames.com/> (Synapse Games)

References

Curry, Patrick (patrick@patrickcurry.com)

Currently CEO of FarBridgeCo

Previously Professor at DePaul University & Creative Director at Wideload Games

Mamais, Jack (merloc@aol.com)

Currently Professor of Game Design at Savannah College of Art and Design

Previously Lead Designer at Midway Games

Ryan, Michael (mike.ryan@sleepygiant.com)

Currently Senior Designer at Bungie

Previously Senior Designer at Wideload Games

Additional references are available upon request.