

TONY PERKINS

Profile

I have a passion for game design that drives me to excel in my field, and I want to work with others who share that same motivation. I have both commercial and independent experience on various projects, from the IGF Student Showcase Winner, *Devil's Tuning Fork* to IGN's E3 2010 Family Game of the Year, *Disney Guilty Party*. I have the skills and the capacity to learn that make me a valuable asset to any team looking for a designer. Willing to relocate.

Employment

Sept 2013 – Present

Ubisoft

Morrisville, NC

Technical Support Representative

- Provide phone and email support to customers for all Ubisoft titles.
- Work closely with a specialized team to solve new problems with titles over all platforms including console, PC and mobile.
- Handles issues with sales of digital or physical products purchased from official/supported retailers

July 2010 – Sept 2012

**Wideload Games
(Disney Interactive)**

Chicago, IL

Level Designer

- Worked on Marvel's *Avengers Initiative* for iOS devices, built in Unity.
- Level Designer responsible for layout, scripting, and tuning of all levels.
- Lead cross-discipline strike teams and design meetings.
- Undertake various flexible roles and work closely with art and engineering to support the team.

Jan 2010 – July 2010

**Wideload Games
(Disney Interactive)**

Chicago, IL

Quality Assurance Internship

- Worked on the Wii game *Disney Guilty Party*, built in Infernal.
- NOA Lot check tests for *Disney Guilty Party* as well as a new IP.
- Coordinated with development to identify and debug problems with the build on a daily basis.

June 2008 - Dec 2008

Midway Amusement Games

Chicago, IL

Level Design Internship

- Worked on an open world game called *Hero*, built with Unreal 3.
- Designed and created multiplayer levels.
- Blocked out missions, scripting and entire open world environment for vertical slice content.
- Wrote design documents, organized wiki pages and other paper designs.

Education

Graduated June 2010

DePaul University

Chicago, IL

Major - Computer Game Development

Minor - Computer Science

Concentration in Design and Production.

Related Experience

Ninja Academy (2004 – Present)

- Text-based role playing game created and managed by myself.
- Staff of 18 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 put together in order 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

- Unreal editor experience (3+ years)
- Unity engine experience (2 ½ years)
- Hammer editor experience (½ year)
- Creation of *Tralos*, a platform adventure game made with Game Maker.
- Freelance level design work for Persuasive Games, which included work for a flash game called Debt Ski created 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)
- One of Ten finalists for "Best Level for a Mod" 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
- Dean's List, 2007-2010
- Recipient of the DePaul Centennial Scholarship
- Students Against Hunger and Homelessness, 2007
- Upsilon Pi Epsilon, 2007-2008

Portfolio

<http://www.cs14productions.com> (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.persuasivegames.com/> (Persuasive Games Website)

References

Curry, Patrick (patrick@patrickcurry.com)

Currently CEO of Fun Machine Games

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 Design Director at Sleepy Giant Entertainment

Other references are available on request.