ANTHONY CLAVEL

Computer Game Designer

RESUME OBJECTIVE

A motivated and ambitious game designer holding a BFA in Computer Game Design from George Mason University (GPA 3.80). Eager to join the video game industry to assist in designing and creating immersive games, as well as establishing long-lasting relationships with members in its discourse community. Strong and relevant experience and skills across various disciplines in game design.

SKILLS

Programming/Scripting (C#), 3D Game Art, Game Design, UI/UX Design, Level Design, Sound Design, Prototyping, Testing, HTML/CSS

GAME PROJECTS

Ko and the Transient Heat – Programmer, UI/UX Designer, Level Designer, Sound Designer, Technical Artist, Tester

August 2020 - Present

 A 3D pixelated, charming, and relaxing top-down adventure that is focused and driven by puzzle-solving. https://anthonybclavel.com/koandthetransientheat.html

Annihilation – Programmer, UI/UX Designer, Level Designer, Sound Designer, Tester

April 2020 – May 2020

• A 3D futuristic survival shooter set within the corridors of an abandoned spacecraft deep in outer space. https://anthonybclavel.com/annihilation.html

Slash and Bash – Programmer, UI/UX Designer, Level Designer, Sound Designer, Tester

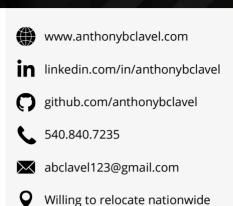
March 2019 – May 2019

• A retro 2D platformer set within a distant futuristic planet. https://anthonybclavel.com/slashandbash.html

City Runner – Programmer, UI/UX Designer, Level Designer, Sound Designer, 2D Artist, Tester

October 2018 – December 2018

• A retro 2D endless runner set within an ultramodern city in the distant future. https://anthonybclavel.com/cityrunner.html



SOFTWARE

Unity Engine Unreal Engine Microsoft Visual Studio Microsoft VS Code Autodesk 3DS Max Autodesk AutoCAD Adobe Creative Suite Affinity Suite Microsoft Office Suite

EDUCATION

Computer Game Design BFA

George Mason University Fairfax, VA *08/2017 - 05/2021* (GPA 3.80)

Advanced Studies Diploma

Riverbend High School Fredericksburg, VA *08/2013 - 06/2017* (GPA 4.00)

LANGUAGES

English – Fluent Spanish – Conversational