

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 the industry's discourse community. Strong and relevant experience and skills across various disciplines in game design.

SKILLS

- Programming (C#, CSS, HTML), 3D/2D Game Art, 3D/2D Animation, Technical Art, Level Design, UI Design, Sound Design, Music, Testing

GAME PROJECTS

Ko and the Transient Heat – Programmer, Level Designer, Sound Designer, UI Designer, 2D Artist, 3D Artist, 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.artstation.com/projects/OoB8zj>

Annihilation – Programmer, Level Designer, Sound Designer, UI Designer, Technical Artist, Tester

April 2020 – May 2020

- A 3D futuristic survival shooter set within the corridors of an abandoned spacecraft deep in outer space.
<https://anthonybclavel.artstation.com/projects/NxB1DD>

Slash and Bash – Programmer, Sound Designer, UI Designer, 2D Artist, Technical Artist, Music, Tester

March 2019 – May 2019

- A retro 2D platformer set within a distant futuristic planet.
<https://anthonybclavel.artstation.com/projects/mDnrQd>

City Runner – Programmer, Level Designer, Sound Designer, UI Designer, 2D Artist, Technical Artist, Music, Tester

October 2018 – December 2018

- A retro 2D endless runner set within an ultramodern city in the distant future.
<https://anthonybclavel.artstation.com/projects/ykydYn>

✉ abclavel123@gmail.com

☎ 540.840.7235

🌐 www.anthonybclavel.com

🎨 artstation.com/anthonybclavel

in linkedin.com/in/anthonybclavel

SOFTWARE

Unity Engine

Unreal Engine

Microsoft Visual Studio

Autodesk 3DS Max

Autodesk AutoCAD

Adobe Photoshop

Adobe Premiere

Adobe Dreamweaver

Logic Pro X

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