

# ANTHONY CLAVEL

Computer Game Designer

## RESUME OBJECTIVE

A motivated and ambitious student pursuing a BFA in Computer Game Design at George Mason University (GPA 3.79). 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, along with its gaming enthusiasts. Strong relevant experience and skills across various disciplines in game design.

## SKILLS

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

## GAME PROJECTS

### **Ko and the Transient Heat – Programmer, Level Designer, Sound Designer, U.I. Designer, 2D Artist, 3D Artist, Technical Artist, Tester**

*August 2020 - Present*

- A charming and relaxing top-down open world adventurer that is focused and driven by puzzle solving.

<https://anthonybclavel.artstation.com/projects/OoB8zJ>

### **Annihilation – Programmer, Level Designer, Sound Designer, U.I. Designer, Technical Artist, Tester**

*April 2020 – May 2020*

- A futuristic survival shooter that takes place within the corridors of an abandoned spacecraft deep in outer space.

<https://anthonybclavel.artstation.com/projects/NxB1DD>

### **Slash and Bash – Programmer, Sound Designer, U.I. Designer, 2D Artist, Technical Artist, Music, Tester**

*March 2019 – May 2019*

- A retro 2D platformer that takes place within a distant futuristic planet.

<https://anthonybclavel.artstation.com/projects/mDnrQd>

### **City Runner – Programmer, Level Designer, Sound Designer, U.I. Designer, 2D Artist, Technical Artist, Music, Tester**

*October 2018 – December 2018*

- A retro 2D endless runner that takes place within an ultramodern city set in the distant future.

<https://anthonybclavel.artstation.com/projects/ykydYn>

✉ [abclavel123@gmail.com](mailto:abclavel123@gmail.com)

☎ 540.840.7235

🌐 [www.anthonybclavel.com](http://www.anthonybclavel.com)

🎨 [artstation.com/anthonybclavel](http://artstation.com/anthonybclavel)

in [linkedin.com/in/anthonybclavel](https://linkedin.com/in/anthonybclavel)

## SOFTWARE

Unity Engine

Unreal Engine

Microsoft Visual Studio

Autodesk 3DS Max

Adobe Photoshop

Adobe Fuse

Adobe Premiere

Logic Pro X

Audacity

## EDUCATION

### **Computer Game Design BFA**

George Mason University

Fairfax, VA

*Expected 05/2021 (GPA 3.79)*

### **Advanced Studies Diploma**

Riverbend High School

Fredericksburg, VA

*08/2013 - 06/2017 (GPA 4.00)*

## LANGUAGES

English – Fluent

Spanish – Conversational