

# Anthony Rock

*Game Design – Front End Web Dev– Team Management*

Mobile: 830 486 9144 Email: [ajrock622@gmail.com](mailto:ajrock622@gmail.com) 415 Grand St. #E306 New York, NY 10002

**Objective** To use my 15 years of experience as a taxidermist utilizing creative problem solving and an education in Game Design to transition into the gaming industry. I am eager to join a team creating amazing experiences the player will never forget.

**Summary** 15 years of adaptive problem solving, daily customer interaction, team management, an education in game design, and a passionate desire to create and design.

**Skills** **Game Design – QA – Team Management – Unity – Unreal – Scripting - C++  
C# – Level Design – Front End Web Dev – HTML - CSS**

## **Work History**

### **Graves Taxidermy, Senior Taxidermist**

**June 2003 – September 2017**

- Cultivates client relationships through constant communication, conducts quality assurance inquiries to confirm final product has met or exceeded expectations, address any concerns or problems the client might have with final product.
- Coordinates workflow from start to finish, organizes acceptance and shipping of products and materials, maximizes production efficiency by delegating tasks to team members, researches concepts for custom-crafted mounts as well as creatively brainstorms with other team members to create unique pieces of work.
- Advises the client of the project workflow, communicates an expected time frame for completion of work, consults on how best to mount the animal in an effort to maximize the "WOW!" factor.
- Consults on and implements design and layout of trophy rooms and lifesize mounts to maximize immersion.
- Supervises new employee onboarding and training, conducts one-on-one mentoring sessions for specific detail-oriented tasks, and perform quality assurance checks on work completed by trainees.

### **UBM, Conference Associate**

**Nov 2013 – March 2017**

- Interacted professionally with attendees, speakers, and staff during demanding, high-energy conference sessions.
- Selected from over +1500 applicants for a ~350-400 person group of game industry professionals.
- Fielded questions and complaints, and solved problems quickly to ensure attendees had best possible and most productive experience.
- Worked with the tight-knit Conference Associate team to support large volumes of people.

## **Education**

**AS** in Visual Communication with a Game Design Specialization

Austin Community College, Game Development Institute

**August 2013**

**C++/C# Courses** (2 Years of a **BS** in Computer Science degree path)

Texas State University

**September 2007**

**AA** in Liberal Arts

Southwest Texas Junior College

**May 2006**

**Other** Javascript and Back-end Web Dev – currently learning Into the Depths – Podcast Host