

VISION DOCUMENT — Anthony Than

Vision

I want to become a lead game developer and creative technologist who builds narrative-driven, emotionally resonant, and technically impressive interactive experiences. My dream is to create games that merge storytelling, design, and immersive technology—projects that inspire people, spark imagination, and leave a lasting impact. Long-term, I want to found or co-create a studio known for innovation, player-centered design, and heartfelt worldbuilding.

Role Model — Hideo Kojima (Game Director, Designer, Creative Visionary)

Where he grew up: Born in Setagaya, Tokyo and raised in Osaka, Kojima spent his childhood devouring books, films, and television—developing a love for narrative and worldbuilding early on.

Education: He studied economics at Tokyo's Keio University, but spent his free time writing stories, making short films, and dreaming of game creation. He didn't receive formal game-design education—he built his skills through curiosity, persistence, and self-driven creativity.

Influences: Cinema (especially Western film), literature, photography, and his personal experiences with loneliness and imagination. Directors like Kubrick and novelists like Gabriel García Márquez shaped his storytelling style.

Big Break: Kojima joined Konami in the 1980s, where he eventually pitched Metal Gear. His breakthrough came with Metal Gear Solid (1998), which changed narrative games forever.

Why he inspires me: He proves that creativity isn't limited by medium—games can be art. He blends technology, storytelling, and emotion with fearlessness. He built an entire studio based on a vision, and his willingness to innovate—even when doubted—shows me the power of staying committed to your ideas.

Place

I want to pursue this dream in Cincinnati while I build my foundation, and eventually transition to a larger creative tech hub such as Seattle, Los Angeles, or Tokyo, where game studios and experimental tech companies thrive. My long-term goal is to work in a space that values innovation, narrative design, and multidisciplinary creativity.

Entry Point — Path Toward the Dream

Goal: Begin as a Game Developer or Software Engineer at a studio known for strong narratives or inventive mechanics.

Tactics:

- Build a polished portfolio including:
 - A narrative-driven indie game prototype
 - A polished web-based game (e.g., Drip Drop)
 - A systems-heavy project that showcases engineering skill
- Submit my work to indie game showcases (IGF, itch.io festivals, student competitions).
- Apply for internships or junior roles at studios such as Nintendo, Bungie, Naughty Dog, indie studios, or Cincinnati-based creative tech companies.
- Strengthen network through LinkedIn, GDC talks, Discord dev communities, and local Cincinnati game dev meetups.
- Collaborate with peers at UC on cross-disciplinary creative projects—blending software dev, art, and storytelling.
- Continue building technical depth: Unity, Unreal Engine, gameplay systems, AI behavior, networking, shader programming, and full-stack development.

Possible Creative Community to Connect With

- Cincinnati Game Dev Meetup (CincyIGDA)
- UC Game Development Club
- Global Game Jam + local hackathons
- Indie dev Discord communities

Words of Wisdom

“Keep building. Keep imagining. Keep going.”