

# Anthony Johnson Jr.

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## MISSION STATEMENT

Creating and refining, immersive levels that lead to engaging gameplay experiences which will be done with a talented team member in a mature and open environment.

## EDUCATION

***Harrisburg University of Science & Technology***

**Harrisburg, PA**

B.A. in Interactive Media with a concentration in Purposeful Game Design earned in May 2023.

Cumulative GPA: 3.15

## WORK EXPERIENCE

***People 1<sup>st</sup> Open Metaverse (P1-OM)***

**Remote**

**Game Designer**

**July 2023 - Present**

- I work with a larger group of designers, completing tasks and coming up with ideas for a game based around jellies as pets.
- Communicated with my team properly by attending each meeting and understanding what needs to get done.
- Created a jelly interaction storyboard where the player would jelly and have it sing which would then give some benefits.

***Self-Employed***

**Harrisburg, PA**

**Level Designer**

**January 2023 - April 2023**

- Worked with a small team of 4 to create a 3D Unity First-Person Adventure game called Abscond. The player needs to escape a lab then traverser through a linear environment and make it thought a complex maze while dodging/fighting enemies throughout.
- Created the level layout which included the sketches, block out, and final build of the lab, outdoor environment and maze.
- Implemented textures & clutter (trees, rocks, fences, torches, old cabins, and grass) to add more detail.

***Sports Media Inc.***

**Remote**

**Game Designer Intern**

**January 2022 - April 2022**

- As a vital member of my team's game development project, I was given the responsibility to provide research for the Game Design Document and craft sketches/prototype for levels in our 2D game. The 2D game centered around a young person getting a credit card all the way to get a house.
- Research consisted of looking at different educational games, game mechanics, art style, concept art for levels and other critical aspects for the project.

- Create the level layout for the prototype this main consisted of the level environment as well as allowing the character to move through the level.

## ADDITIONAL SKILLS AND INTERESTS

**Computer Skills:** High fluency in Unity, Unreal Engine 5, MS Word, MS Excel, PowerPoint and all Google counterparts.  
Some programming experience in C#  
Some 3D modeling experience in Autodesk Maya  
Extensive level creation experience with Unity, Unreal Engine 5, GDevelop 5, and Creation Kit.

**Interests:** Video games alone or with friends and walking outside.