

Anthony Panecasio

Level Designer & Team Lead

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📍 Toronto, Ontario, Canada

Work Experience

Team Lead Level Designer

Ubisoft Toronto (Oct 2022 - Present)

Lead a team of 5 LDs to create single-player missions for a third-person action adventure game. Work across departments to develop processes and plan the project.

Senior Level Designer

Ubisoft Toronto (Feb 2022 - Oct 2022)

Pitch and develop single-player mission content for a third-person action adventure game. Collaborate across departments to request and integrate content.

Senior Level Designer

Alpha Channel Games (Oct 2020 - Feb 2022)

Prototype layouts and features, write narrative and mission content, model and animate placeholder props for use in the game world.

Advanced Level Designer

Certain Affinity Toronto (Apr 2020 - Oct 2020)

Create level tile geometry and pitch missions and objectives that combine level tiles into exciting play spaces for 1-4 players in a third-person action game.

Previous Experience

Game Designer

Ubisoft Toronto (Jan 2019 - Apr 2020)

Senior Level Designer

Ubisoft Toronto (Aug 2016 - Jan 2019)

Level Designer

Ubisoft Toronto (Sept 2013 - Aug 2016)

Embedded Development Tester

Ubisoft Toronto (Jun 2012 - Sept 2013)

For details on the roles above, visit my LinkedIn profile.

Shipped Projects

Far Cry 6 (2021)

Far Cry 5 (2018)

Watch Dogs 2 (2016)

Assassin's Creed Unity (2014)

Splinter Cell Blacklist (2013)

Core Skills

Blockmesh Layouts, Visual Scripting, Documentation, Pitching, Prototyping, Pre-vis, Process Development, Project Planning, Team Tasking, Mentorship

Game Editor Experience

Ubisoft Snowdrop, Dunia, Disrupt, and Anvil
Unreal Editor 4 and 5

Software

JIRA, Confluence, MIRO, Figma, Perforce, Adobe Photoshop, Adobe Premiere, 3DS Max, Blender

Features on GameDeveloper.com

- Learning Basic Fluency In Dark Souls 3's Cemetery of Ash
- "Man Versus Machine" Watch Dogs 2 Level Design Breakdown

Education

McMaster University (2007 - 2011)

B.Eng, Software Engineering (Candidate)

Interests

Running, Hiking, Graphic Design, Reading