

# Anthony Tenerelli

## Game Designer

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## Projects

**Game Name:** Solar Switch (iOS/Android) Jan 2018– April 2018

A 2D space arcade game, made in game maker, in which the player orbits around the sun collecting gems. The idea of the game is to dodge hazards and collect as many gems as they can. I worked as the main game designer doing most of the work in the pre-development stage as well as QA testing during various phases of production. I worked on gameplay concepts, mocked up character design, and researched different monetization strategies. I would collect data on the game's competition to be able to find what makes that game fun and how can we incorporate those fun factors into Solar Switch. For the QA testing I compiled a beta testing packet that contained testing instructions as well as vital questions to the development process.

Android: **Google Play Store - Solar Switch**

iOS: **Apple App Store - Solar Switch**

**Game Name:** Roy – Color Matching (iOS/Android) Sept 2017– Dec 2017

A 2D color matching game, made in game maker, the player plays as ROY a color changing star that is trying to match different colors and travel to new planets. The player can play in two different game modes, one being a level mode and the other being an endless mode to claim a spot on the leaderboard. While working on ROY, I designed the core gameplay mechanics of the color matching, hazard mechanics and power up mechanics. I would prototype these ideas on paper before moving them into Game maker for a more interactive prototype. I would then go through a process of elimination to come to our final gameplay mechanics. I developed the games UI using Photoshop and Illustrator as well as assisting with QA and gathering feedback for the game.

Android : **Google Play Store - ROY - Color Matching**

iOS: **Apple App Store - ROY - Color Matching**

**Game Name:** Captured Feelings (PC) May 2017 – August 2017

Captured Feelings is a 2.5D platformer game made in Unity 2017, the game is about a patient who has experienced a lobotomy and is trapped inside their own mind trying to regain their feelings. During the course of the project I worked as the level designer as well as the gameplay programmer. I created parts of levels that involved traps and puzzles that would challenge the players problem solving skills. I worked on item spawning that would create an illusion as if objects were falling down from the ceiling as well as the mechanics of the camera to give a 2.5D effect.

Itch.io: <https://litterbox202.itch.io/captured-feelings>

## Education

**Davenport University** – B.S., in Computer Science, CONC in Game design, 2014 to 2018

As a member of the ACM Game Design club:

- Created Little Wars Battleship, a 2D battleship game built in Construct 2.
- Created Regional the Roofer, a 2D mario style game built in Gamemaker.

**Treehouse Gaming** - Game Design Intern, September 2016 to December 2016

- Worked on Ashlight a 3D fantasy survival game built in Unity 5.4
  - Designed the playable world using Gaia
  - Programmed a combat system using c#
  - Developed creature spawning using c# and Gaia

## Employment

**Sous Chef** – *Fountains Golf & Banquet*, 2013 to Present

**Skills:** Reliable, independent worker as well as a team player, creative, incorporate time management on a daily basis