— Tony Perkins —

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PROFESSIONAL SUMMARY

Top-tier, highly accomplished Game Director and Project Manager ready to take your project to the next level. I have nearly 20-years in developing game development for Mobile, PC, and Console in directing, designing, and managing game teams including building the Spellstone IP and game direction from the ground up, working on top IP licensed games including TMNT Mutant Madness and an ambitious Fortune 500 company project yet to be announced. I specialize in Product Ownership being able to set a vision and goals on the project and constant review and feedback on with my teams to ensure quality of execution.

Titles I have contributed to include Unannounced Fortune 500 company title, TMNT: Mutant Madness, Spellstone, Animation Throwdown, Tyrant, Disney's Guilty Party, Avenger's Initiative, & Hero.

PROFESSIONAL SKILLS

Project Leadership | Content Creation | Live Servicing | Unity & Unreal Engine | CCG Design & Balance | Scrum Development | Gameplay & System Design | Jira | Confluence | Eclipse & VS Code | Mission Scripting | XML/PHP/C++/HTML | User Interface Design | Deployment

PROFESSIONAL EXPERIENCE

Kongregate (Formerly Synapse)   Chicago, IL (Remote)

Game Director   03/2014 – 11/2023

Successively increasing in scope and responsibility; positions ranged through project lead and design to current; designer and follower to manager, sprint planner, visionary, lead team of 25+

- Product Owner on new Unannounced Fortune 500 company title; set product plan, pillars and goals for project
- Helped define project plans and product processes including feature targets, milestones, and backlog; helped sprints; stick to timelines; avoid distractions; meet deadlines – effectively control backlog flow, schedule
- As product vision holder I defined and reviewed game aspects from the content creative disciplines including Design, Art, UI/UX, and Audio
- Lead designer, product owner for Spellstone generating revenue in its prime of consistently $100k per month; peaking around $500k per month

Ubisoft   Morrisville, NC

Technical Support Representative   09/2013 – 03/2014

- Provided phone and email support to customers for all Ubisoft titles; worked closely with a specialized team to solve new problems with titles over all
- Platforms including console, PC and mobile; handled sales of digital or physical products purchased from official retailers

Wideload Games (Disney Interactive) Chicago, IL

Level Designer 01/2010 – 09/2012

- Transitioned from internship based on performance as Quality Assurance Internship for Disney's Guilty Party
- Level Designer on Marvel's Avengers Initiative for iOS devices, built in Unity; responsible for layout, scripting, and camerawork of all levels
- Led cross-discipline strike teams and design meetings with engineering and art

Midway Amusement Games Chicago, IL

Level Designer Internship 06/2008 – 12/2008

- Development team for open world game: Hero, built with Unreal 3 Engine; designed, created, and lead testing on multiplayer levels
- Designed entire open world hub environment for vertical slice content
- Wrote design documents, organized wiki pages and other paper designs

EDUCATION

Bachelor of Science, Computer Game Development (Minor Computer Science) Chicago, IL

DePaul University 06/2010

OTHER EXPERIENCE

Ninja Academy Virtual

Head Administrator 2004 – present

- Personal not for profit text-based role-playing game started in 2004 with a staff of 20 volunteers. Numerous game systems, including a battle system and leveling system; comprehensive creation system for members to make content and characters
- Maintained continuously as a game design training environment; mentored, trained, influenced at least 35 currently active designers with over 500 players over the years

DePaul Game Elites 2009 – 2010

- Lead Level Designer, Director of Game Mechanics student project formed to create a game for the Independent Games Festival
- Created *Devil's Tuning Fork*, 1 of 10 winners for Festival Student Showcase

HONORS

National Society of Collegiate Scholars, 2007- 2008

Recipient of the DePaul Centennial Scholarship

Freelance level design work for Persuasive Games for MTV; One of Ten Winners in 2010 IGF Student Showcase (Devil's Tuning Fork); Phase 3 Finalist in Make Something Unreal Contest (Toon Doom); Finalists for "Best Level" in Make Something Unreal Contest (Toon Doom); 1 of 6 honorable mentions for "Best non-FPS Mod" in Make Something Unreal Contest (Toon Doom)

PORTFOLIO

https://www.cs14productions.com (Personal Portfolio)

https://www.ninja-academy-online.com/ (Text based RPG; 2004-Present)

https://www.kongregate.com/ (Kongregate Games)