Tony Bartys

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Software Experience

Editors

- Unreal 3 & 4, CryEngine, Unity3D, TorchED, Warcraft 3, Source Hammer, RPG Maker

Art Programs

- Photoshop, 3Ds Max, Maya, Sculptrix

Other Tools

- Assembla, Tortise SVN, Trello, Google Docs

Skills

Level planning, white (grey) boxing, Level Scripting, asset implementation, lighting, balance, SCRUMs and SPRINTs, modeling

Project Experience

Level Designer **- Into Darkness,** *Project Luna*   **2017-Current**
- Designed Maps for RPG Maker
- Concept new world areas including Salt Mine Entrance
- Optimized previous map designs for cleaner gameplay and focus
- Scripted in game events for cutscenes and transitions

Game Designer **- Loshin Moon,** *Solo Project*   **2015-Current**
- Wrote story
- Designed Character
- Building World
- Slowly working on as a hobby every few months.

Level Designer **- Dark Storm Rising,** *Fenrir*   **2015**
- Designed the map layout for Abandonment Level
- White boxed the map layout for Abandonment Level
- White boxed the map layout for Server Room
- Project Ran into delays, was unable to continue due to lack of financing

Level Designer **- Deep Wood Manor,** *Solo Project*   **2013**
- Multiplayer CS:GO map
- Designed and White boxed the map layout
- Populated world with assets and lighting
- Optimized and put into Steam Workshop

Level Designer **- Submerged,** *Team Phobia*   **2012**
- Single player survival
- Environmental concept art
- Designed the first level map layout
- White boxed first level
- Lit first and second level and optimized the lighting
- School Project that was abandoned once the Leads graduated

Education

B.A., Game Design - University of Advancing Technology, Tempe, AZ   *Postponed*
High School Diploma - Henry Ford Academy, Dearborn, MI   *May 2008*