

Tony Troiano

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<https://store.steampowered.com/app/1393500/>

Summary

I'm a passionate designer with 13 years of game design experience. I've used my game design and programming skills to implement features of video games played by hundreds of thousands of players across the world.

My experience spans multiple programming languages, platforms, and game design software. In the past, I've rapidly prototyped new game ideas, features, and mechanics written in Perl, JavaScript, C++, C#, Java and LUA. I have professional experience with industry standard game engines like Unity, Unreal Engine, and HaxeFlixel.

I value the ability to rapidly prototype with iteration to both find the fun, and to balance and refine gameplay for the best user experience.

Experience

Senior Technical Designer

WARRIOR GENERAL GAMES, LLC

Jun 2014 - Jul 2023 (9 years 2 months)

Designed, prototyped, and implemented numerous gameplay systems and game mechanics for desktop and mobile games in different game engines. Examples of gameplay systems include:

- Level design
- Engaging combat systems
- Deep character ability design
- Meta progression systems
- Player engagement systems

UX/UI Technical Designer

WARRIOR GENERAL GAMES, LLC

Jun 2010 - Jun 2014 (4 years 1 month)

Designed, prototyped, and implemented multiple web based UI elements for a browser MMO serving over half a million users. Examples of features include:

- Search functionality
- Character pages
- Custom forums
- User Interface (UI) design
- User Experience (UX) design

Education



Hocking College

Associate's degree, Computer Science

Aug 2006 - May 2008