ANTHONY ORDON

GAME DESIGN LEADERSHIP

PROFILE

Senior gameplay designer with a technical background. Focused on cultivating superb multiplayer experiences with systems-driven approach. Currently open to opportunities for senior leadership or contributor roles on next generation projects. Remote or Greater Seattle Area only.

PROJECTS

2020-2021 **Guild Wars Next // NCSoft**
Lead Game Designer

2020 **Crucible Live // Amazon Games**
Lead Character Designer

2017-2020 **Crucible // Amazon Games**
Combat Designer

2016-2017 **Guild Wars Next // ArenaNet**
Game Designer

2015-2016 **Firefall: China // Red 5 Studios**
Lead Game Designer

2012-2015 **Guild Wars 2 Live // ArenaNet**
Principle Game Designer

2009-2012 **Guild Wars 2**
Game Designer

CONTACT

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425-879-1771

SKILLS

Game Concept and Prototyping
Visual Communication
Video Production and Editing
Game UX and UR
Designer Mentoring and Development
Weapon and Ability Systems
Player Movement Systems
Player Controls and Cameras
Data-Driven Character Animation
Motion Capture Direction
Dynamic and Generative Content
NPC and AI Behaviors
Code and Visual Scripting
Tool Scripting and Automation

EDUCATION & EXPERIENCE

Medic \ LPN, US Army
2003-2009

AS Game Development, Full Sail
2002