

Anton Strenger

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OBJECTIVE

To design games that spark an emergent narrative in the player's mind which persists after the experience is finished, whether through clever mechanics or compelling story.

EXPERIENCE

5/11 - Present

Designer/Programmer, Firaxis Games

- Civilization V Gods & Kings Expansion: Designed new gameplay systems to enhance player experience and appeal to multiple playstyles. Implemented these systems within a large existing code base using C++ and Lua scripting.
- Civilization V DLC: Designed and scripted a scenario based on Wonders of the Ancient World. Implemented custom rules and UI. Balanced gameplay events and AI.

3/11 - 5/11

Gameplay Engineer Intern, theBlu, WemoMedia

- Wrote scripts in C# for a Unity-based next-generation social game.

1/11 - 5/11

Programmer and Story Designer, Storyteller toolset, Entertainment Technology Center

- Designed and implemented a conversation tree creator tool for high school students at the National High School Game Academy.
- Wrote concept and lore to create a fictional world for students to use as a basis for their class assignments with the Storyteller toolset.

8/10 - 12/10

Programmer, Building Virtual Worlds class, Entertainment Technology Center

- Constructed a new, functional virtual world every two weeks using Python and the Panda3D engine.
- Facilitated communication between teammates under stressful time constraints.
- Utilized version control software to pull together 2D, 3D, and sound assets.

6/10 - 8/10

Software Engineer, POMI Research Group, Stanford School of Education

- Developed an Android phone application for use by middle school science students to make measurements in class experiments.
- Analyzed and overcame unique challenges of interaction design at the forefront of educational research.

EDUCATION

8/10 - Present

Carnegie Mellon University - Entertainment Technology Center

Masters Entertainment Technology, expected May 2012

- Two year intensive program focusing on interdisciplinary collaboration and mastery of technology both current and forthcoming

9/06 - 6/10

Stanford University

Bachelors Symbolic Systems

- Coursework: Computer Science, Human-Computer Interaction, Cognitive Psychology, Logic, Linguistics, Creative Writing
- Honors: Phi Beta Kappa

SKILLS

- Writing: Game lore, short stories, essays, design documents
- Programming: C++, Java, C#, C, Python, Lua, XML, Android, Unity, Panda3D
- Languages: English (native), Japanese (conversational)