Anton Strenger

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Projects

Unannounced Incubation Project
Principal Designer, Respawn   2022 - Now

- Authored prototypes across a variety of genres to help R&D leadership find the next big game
- Aligned a small team of designers around compelling core loops, balancing prototype expediency with deeper product questions
- Designed and implemented real time game feel, loot and procedural systems, and gameplay telemetry

Civilization VI DLC and Expansions
Lead Designer, Firaxis   2016 - 2022

- Directed the design and creative of the Rise and Fall expansion pack, and communicated across disciplines to form creative alignment
- From ICs to the C-Suite, pioneered the transition to a live ops, season pass model with the New Frontier Pass, retaining active players and delighting fans with reliable content and balance updates
- Led a team of designers to create fresh new systems for the franchise, from Historic Moments that called out procedural story elements to Governors that supercharged a player's core cities

Civilization VI
Senior Designer, Firaxis   2014 - 2016

- Owned multiple game systems and content spaces, from Trade Routes that organically changed the map to Great People that wielded historically inspired unique powers
- Collaborated with artists, UI designers, and engineers to craft complex visualizations of data and drama
- Promoted the game to journalists and fans, including translated interviews and presentations in Seoul

Civilization: Beyond Earth
Senior Designer, Firaxis   2013 - 2014

- Refined creative vision and science-fiction elements in pre-production
- Designed and programmed several systems, from the tactically focused Orbital Layer to the expressive skill trees of the Virtues system

Civilization V DLC and Expansions
Junior Designer, Firaxis   2011 - 2013

- Designed, programmed, and wrote AI for the World Congress system, which allowed complex diplomatic interactions and strategic votes between multiple players
- Crafted a steampunk themed scenario with custom rules and a whimsical historical context

Education

- **Carnegie Mellon University**   Entertainment Technology, Masters   2010 - 2012
- **Stanford University**   Symbolic Systems, Bachelor of Science   2006 - 2010

Skills

- **Communication —** Design Leadership, Psychological Safety, Project Spokesperson
- **Design —** Deep Evergreen Systems, Procedural Player Narratives, User Interface
- **Technical —** C++, Lua, Python, C#, SQL, Telemetry