

Anton Renouf

Product / Game Designer

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Work Experience

AR Product Design Intern @ Mount Sinai Hospital

May - August 2023

- Spearheaded the conception and implementation of an Augmented Reality (AR) proof-of-concept prototype on the iOS and Android platforms with Unity and C#, dedicated to **providing children afflicted with chronic lung ailments an alternate source of aerobic exercise**.
- Conducted user research into the distinctive demographics of the target audience, complemented by in-depth exploration of children's literature and brainstorming sessions to create **unique and fun mobile AR activities that improve physical health**
- **Built the product vision and owned the complete lifecycle of the prototype**, from crafting 3D assets and animations with Blender to designing user-centric interfaces and programming game mechanics.

Level Design Intern @ Wix Games

January - April 2021

- Collaborated with an independent studio, contributing to the **level design of a captivating 2D side-scrolling platformer** for the PC platform.
- **Formulated blueprints for each level**, sketching initial concepts on paper prior to translating them into reality through the utilisation of a proprietary in-house game engine.
- **Orchestrated comprehensive playtesting sessions**, iterating gameplay mechanics and ensuring optimal equilibrium between challenge and enjoyment.

Academic Projects

Interaction Designer @ Mindful Bloom

March - April 2023

- Functioned within an agile, small-scale team **pioneering the fusion of Augmented Reality (AR) and Electroencephalography (EEG) technologies**. The result was a finger painting experience designed to **facilitate focused attention meditation**.
- **Directed the exploration of interactions** by adapting physical finger painting techniques into the realm of AR and prototyping these interactions to ensure **seamless integration and user engagement**.
- **Co-authored a paper** that was **published on Association of Computing Machinery (ACM)** and presented at the Interactive Surfaces and Spaces (ISS) 2023 conference
- Crafted 3D assets with Maya and shaders in Unity

Experience Designer/Assistant Producer @ Moonshot Museum

January - April 2023

- Facilitated collaboration within an adept interdisciplinary team of six, synergizing with the Moonshot Museum to **conceive and execute three innovative design prototypes**, which were an engaging payload packing game, a Mission Control simulation and an immersive AR Moon Colony Sandbox experience, the last of which was brought to life with the innovative capabilities of the new Tilt Five AR board.
- **Pioneered the conceptualisation and documentation phase**, crafting design documents to communicate game concepts, mechanics and progression systems. These documents were also going to guide development for another specialised team to realise the full potential of the experiences.
- **Exercised adept client management, managing communications** to foster a seamless exchange of ideas. In tandem, I collaborated with the lead producer to institute efficient workflows, **ensuring project progression in alignment with the envisioned outcomes**.

Education

Carnegie Mellon University

Masters of Entertainment

Technology

GPA: 3.89/4.00

Exp. May 2024

Rose Bruford College

BA. Hons Stage and Events

Management

First Class Honours

Sept. 2022

Skills

Product Design

Game Design

Level Design

Experience Design

Tools

Unity

Autodesk Maya

Game Maker Studio 2

Blender

Physical Computing (Arduino)

Adobe Creative Suite

Figma

Microsoft Office 365

Touchdesigner

Languages

C#

Javascript

HTML/CSS

Python

C++

Platforms

Oculus Quest 2

Oculus Quest Pro

Magic Leap

iOS/Android

PC

Tobii Eye Tracker

Tilt Five