

Anton Renouf

<https://antonrenouf.com> | <http://linkedin.com/in/anton-renouf-3b2129231> | ajrenouf@andrew.cmu.edu
| 412-909-5792 | Pittsburgh, PA |

Objective

Seeking a game or interaction design internship for Summer 2023

Work Experience

Jumphobia: Homeward Bound - Level Design Intern - January - April 2021

- Collaborated with the producer, artists and narrative designers to design levels that fit the overall vision of the game.
- Planned levels on paper before creating them with the inbuilt level editor.
- Tested, sought feedback on and iterated levels to make a constantly increasing interest and difficulty curves to create a strong sense of journey for the player

Education

Carnegie Mellon University - Exp. 2024 - Masters of Entertainment Technology

Rose Bruford College - Sept. 2022 - BA. Hons Stage and Events Management - First Class Honours

Academic Projects

HyperSENSE: Augmenting Human Experience in Environments - Interaction Designer - Current project

- Selected to be part of a small class sponsored by Samsung to conduct research through design on how we can augment or replace bodily senses and environments.
- Using Arduino, I will work in a small team to design and develop technology which helps to answer a research question about interaction design and Human Computer Interaction

Moonshot Museum - Experience Designer/Assistant Producer - Current project

- Working in an interdisciplinary team of 6 and collaborating with the Moonshot Museum to create 3 design prototypes for new interactive exhibits
- Helping brainstorm design ideas with the team
- As assistant producer, I manage client communications and help the producer manage the workflow

Building Virtual Worlds - Artist/Producer - Fall 2022

- Worked in teams to develop high quality, rapid interactive experiences over 1 -3 week periods for AR/VR
- Created 3D and 2D assets, particle effects, shaders and wrote a script detailing the sequence of events and interactions.
- Worked closely with my other team members to design and implement core mechanics.
- As producer, I led the brainstorming sessions and assigned tasks, organised team meetings and made sure everyone was united in the vision of the game throughout the development process.

Skills

Unity | Mac and Windows OS | Autodesk Maya | Game Maker Studio 2 | Adobe Photoshop | Adobe Substance Designer | Adobe 3D Substance Painter | Perforce | Figma | Storyboarding | Microsoft Office |