Antonio Ventresca

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**Career Summary**

My career goal is to apply my education/experience in game design and my creative writing skills to work in the video game industry as a Game Writer and /or Lead Game Designer.

**Education**

Kent State University, Kent, Ohio (Aug. 2019–present)

* Graduating August 2023 with a Bachelor of Science degree in Game Design.

**Major:** Game Design. **Minor:** Creative Writing. **Current GPA:** 3.302

**Skills**

* Unreal Engine 4 and 5 Editor, including Blueprints, Level Design, and Lighting
* Maya
* Blender
* Z-Brush
* Audacity sound editor
* Creative writing, specializing in short stories and screenplays
* GB Studio
* RPG Maker
* Creation and play testing of tabletop and video games
* Public speaking

**Experience**

Game Designer and Writer, Walrus Game Studio, Columbus, OH

May 2022–Sept. 2022

* Designing a level set in a space station
* Developing game mechanics and stat sheets for characters
* Workshopping story content with cowriters

Game Design and Foley Artist, Walrus Game Studio, Columbus, OH

May 2021–Sept. 2021

* Designing a level set in the Southern Ocean
* Working to rig a walrus character
* Workshopping mechanics, such as swimming, dancing, and player attack actions

**Honors**

I Made the Dean’s list 4 times at Kent State University.

**Interests**

I have had a lifelong interest in games, game mechanics, and game strategies relating to both video games and tabletop games. When not working or attending classes, I participate in online user group discussions centering on games. My focus is understanding the playability and mechanics that resonate with players, as well as the game features that players desire in games.