



Tony Perkins

Auburn, WA | (708) 334 – 0970 | tony@cs14productions.com
<https://www.cs14productions.com>

PROFESSIONAL SUMMARY

Top-tier, highly accomplished Game Director and Project Manager ready to take your project to the next level. I have nearly 20-years in developing game development for Mobile, PC, and Console in directing, designing, and managing game teams including building the *Spellstone* IP and game direction from the ground up, working on top IP licensed games including *DC Worlds Collide*, *TMNT Mutant Madness*, and an ambitious Fortune 500 company project yet to be announced. I specialize in Product Ownership being able to set a vision and goals on the project and constant review and feedback on with my teams to ensure quality of execution.

Titles I have contributed to include *DC Worlds Collide*, Unannounced Fortune 500 company title, *TMNT: Mutant Madness*, *Spellstone*, *Animation Throwdown*, *Tyrant Unleashed*, *Disney's Guilty Party*, *Avenger's Initiative*, & *Hero*.

PROFESSIONAL SKILLS

Project Leadership | Content Creation | Live Servicing | Unity & Unreal Engine | CCG Design & Balance | Scrum Development | Gameplay & System Design | Jira | Confluence | Eclipse & VS Code | Mission Scripting | XML/PHP/C++/HTML | User Interface Design | Deployment

PROFESSIONAL EXPERIENCE

Warner Brothers San Francisco

San Francisco, CA

Director of Design

06/2024 – Present

Director of Design for *DC Worlds Collide*, a mobile hero collector RPG. Lead a team of 26 Game Designers and UI/UX Designers through production, soft launch, and successfully into world wide launch

- Established and evangelized the design vision, ensuring alignment of gameplay systems, content, and user experience through production and into live operations
- Directed and mentored a team of 19 Game Designers and 7 UI/UX Designers, setting priorities, career development plans, and discipline best practices
- Guided the design discipline's culture within the studio, fostering creativity, accountability, and data-informed partnerships with engineering, art, QA, & marketing disciplines
- Worked directly with DC Studios to ensure gameplay, narrative, and character integration respected brand values and approval flows – resulting in over 90 characters created

Kongregate (Formerly Synapse)

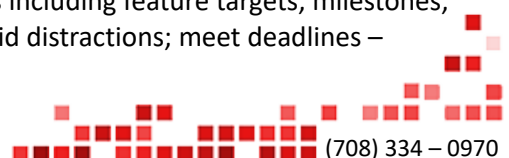
Chicago, IL

Game Director

03/2014 – 11/2023

Successively increasing in scope and responsibility; positions ranged through project lead and design to current; designer and follower to manager, sprint planner, visionary, lead a multi discipline team of 25+

- Game Director on *TMNT Mutant Madness*, *Spellstone*, and new unannounced Disney title; set product plan, design pillars, and financial goals for the project
- Helped define project plans and product processes including feature targets, milestones, and backlog; helped sprints; stick to timelines; avoid distractions; meet deadlines – effectively control backlog flow & schedule





- As product vision holder I defined and reviewed game aspects from the content creative disciplines including Design, Art, UI/UX, and Audio
- Lead designer, product owner for Spellstone generating revenue in its prime of consistently \$100k per month; peaking around \$500k per month

Ubisoft

Morrisville, NC

Technical Support Representative

09/2013 – 03/2014

- Provided phone and email support to customers for all Ubisoft titles; worked closely with a specialized team to solve new problems with titles over all
- Platforms including console, PC and mobile; handled sales of digital or physical products purchased from official retailers

Wideload Games (Disney Interactive)

Chicago, IL

Level Designer

01/2010 – 09/2012

- Transitioned from internship based on performance as Quality Assurance Internship for Disney's Guilty Party
- Level Designer on Marvel's Avengers Initiative for iOS devices, built in Unity; responsible for layout, scripting, and camerawork of all levels
- Led cross-discipline strike teams and design meetings with engineering and art

Midway Amusement Games

Chicago, IL

Level Designer Internship

06/2008 – 12/2008

- Development team for open world game: Hero, built with Unreal 3 Engine; designed, created, and lead testing on multiplayer levels
- Designed entire open world hub environment for vertical slice content
- Wrote design documents, organized wiki pages and other paper designs

EDUCATION

Bachelor of Science, Computer Game Development (Minor Computer Science)

Chicago, IL

DePaul University

06/2010

HONORS

Winner in 2010 IGF Student Showcase (Devil's Tuning Fork)

Phase 3 Finalist in Make Something Unreal Contest (Toon Doom)

Finalists for "Best Level" in Make Something Unreal Contest (Toon Doom)

Honorable Mention for "Best non-FPS Mod" in Make Something Unreal Contest (Toon Doom)

PORTFOLIO

<https://www.cs14productions.com> (Personal Portfolio)

<https://www.ninja-academy-online.com/> (Text based RPG; 2004-Present)

<https://www.kongregate.com/> (Kongregate Games)