ANTHONY RANZOLA

LEVEL DESIGNER

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SKILLS

Level Design | Puzzle Design | Level Blockouts | Encounter Design | Playtesting
Environmental Storytelling | Design Documentation | Asset Integration | Lighting
Post Processing | Gameplay Programming | Project Management | Sound Design | Public Speaking

TOOLS

Unreal Engine | Unity | Blueprints | C# | C++ | Maya | Aseprite | Adobe Creative Cloud | Audacity | Asana

EXPERIENCE

Null, *RAMemoia* - Level Designer — October 2026 - Present

- Designed environmental puzzles across the game
- Built level blockouts to plan spatial layouts and player routes
- Created lighting and post-processing setups
- Placed props throughout environments to support layouts and storytelling

Nukasaur Games, *Arcane Keepers* - Producer / Level Designer — September 2026 - Present

- Managed team production and project coordination
- Created all lighting and post-processing setups
- Created all game sound effects
- Contributed to level design and integrated art assets into the game

iD Tech, *USF Summer Camp* - Game Development Instructor — May 2026 - July 2026

- Taught Unreal Engine 5 and Unity through guided game development projects
- Debugged student scripts, Blueprints, assets, levels, and engine settings
- Prepared lessons and adapted instruction to student experience and progress

Ire Maiden Team, *Ire Maiden* - Project Lead / Level Designer — January 2026 - May 2026

- Led project management and coordinated team production
- Created all levels from planning and blockout through final implementation
- Programmed the player locomotion system
- Created all lighting and post-processing setups
- Programmed portions of the settings menu

EDUCATION

University of Central Florida, Bachelor of Arts, *Digital Media* — May 2027
Game Design Track