Anthony Pollos

Game Designer and Producer at Bradley University

(815)-715-9942

apollos@mail.bradley.edu

https://apollos.journoportfolio.com/

https://www.linkedin.com/in/anthonypollos/

EDUCATION

BS in Game Design, Bradley University, Peoria, IL

August 2019 - May 2023

• Relevant Coursework: Unity2D Game Design, Unity3D Game Design, Game Production I, Narrative Game Design, Critical Game Studies, Scripting for Games

SKILLS

Working with large groups in person and virtually Unity 3D/2D Github Repository

C# Programming Experience Microsoft Excel/Word to manage work with teams Trello

EXPERIENCE

• Design Intern - Portal Dragon Games

February - August 2022

- o Design work on Portal Dragon Games' Colab and Palm Laboratory
- Pitching and creating new elements to existing projects
- Playtesting and recording data to deliver to project leads
- Organized and established schedules and dates for myself and other team members
- o Direct communication and editorial work with project leads to ensure their vision is matched

• Audio-Visual Technician - Bradley University

June - August 2021

- Worked Bradley University's 2021 Summer Orientation sessions
- Setting up classrooms and auditoriums for incoming students and parents
- Assembling lights and microphones for presenters
- Controlling audio of speakers, videos, and music

PROJECTS

Cyber-Death (2021)

A hack-n-slash created in my Game Design II Course in about a month. Lead designer, producer, and assisted in VFX.

A Drop of Life (2021)

Open 3D Platformer made in my Game Design II Course in about a month. Lead designer and producer.

Astrofactz (2022)

A puzzle game involving collecting and assembling pieces of your fallen spaceship. Assistant programmer and designer.

LEADERSHIP AND INVOLVEMENT

• Theater and Performing Arts

- o President of Bradley University's BBQ Kitten Improv Troupe
- o Speaking in front of small and large groups of people whether scripted or improvisational
- Able to clearly express my thoughts and feelings through actions and words

Esports and Coaching

- Years in different games and their esport scenes
- Experience in international tournament environments and working with players of other languages
- o Dedicated, rigorous work ethic
- Experience coaching and leading teams