

**Tony Cunha**  
**Barrington, RI 02806**  
**401-573-2423**  
[anthonyecunhajr@gmail.com](mailto:anthonyecunhajr@gmail.com)  
[Linkedin](#)

### **Skills**

#### **Software:**

Unity: 3D Level Creation, Lighting, Basic Scripting in C#  
REAPER: Foley Artist

#### **Language:**

Conversational Japanese

### **Experience**

#### **Accipiter Labs:**

Basic Animal Rescue Training (BART)- August 2019-May 2020:

Designer: Gained experience with the Unreal Engine, creating minigame-like mechanics and designing UI.

Mythifex – January 2021-May 2023:

Systems and Content Designer: For the Role-Playing card game, Created cards, designed mechanics and systems , and overall balancing of the game.

Space Holder – January 2023-May 2023:

Level Designer: Created 3D environments for the player to navigate, as well as creating lighting and VFX assets.

Worcester Art Museum Project – January 2023-May 2023:

Level Designer: Created puzzles for the player to interact with and developed the structure of the game.

### **Education**

**Clark University, Worcester, MA – May 2023**

Bachelor of Arts in Game Design

Minor: Asian Studies

Honors: Cum Laude, Dean's List

**Kansai Gaidai University, Hirakata, Japan – August, 2022 - December, 2022**

Area of study: Asian Studies

**Becker College, Worcester, MA – August, 2019 - May, 2021**

Major area of study: Game Design

**Franklin Pierce University- Rindge, NH – August, 2017- May, 2019**

Major area of study: Psychology