

Anthony Barnes

GameDesigner

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A skilled Unreal programmer, modeler, and former Navy sailor. I have 5 years experience in the Navy working with 3 phase 450v electrical distribution systems, in both running electrical plant generation and troubleshooting equipment failures, and finished my service as a job councilor for the Navy, placing those attempting to join the Navy into the best fields they are qualified for. In recent years I have been Pursuing Game design as my career.

Experience

Practical Experience

- **Global Game Jam 2026** - Bian Lian Brawl
- **Ludum Dare 55** - Goblin's Hoard

Work Experience

US Navy - Navy Classifier, Des Moines AI, Mar. 20-May 23

- Navy Classifier - Worked as a first career councilor for navy applicants, measuring and balancing needs of the Navy and applicant's personal preferences to ensure lengthy careers in the Navy. In addition, I handled enlistment contracts, medical records, police records, and administrative records.

US Navy - Electrician's Mate, Everett WA, July 18 - February 20

- Electrical Plant Control Console Operator- Operate a three generator electrical plant making 450 volt 60 Hz electrical for use in ships' propulsion, navigation, industrial, and communication equipment. Primary duties: managing electrical load balanced between operating generators, providing support and monitoring during maintenance procedures, and train for emergency response in case of generator failure.
- Divisional Supervisor - Receive and use formal training for managing multiple work centers, personnel work loads, training personnel on maintenance procedures and safety programs, human resource disputes, and personal retention for the navy.

US Navy - Electrician's Mate, Pearl Harbor HI, May 15 - June 18

- Work Center Supervisor - In charge of assigning personnel to work related tasks, such as standard preventative maintenance, corrective maintenance of damaged equipment. Lead on administrative tasks such as running quarterly reports of maintenance accomplished, keeping updated maintenance manuals, ensuring all personnel were kept up to date on all required training, ordering parts necessary for repair work, and conducting audits used to verify maintenance was conducted correctly.
- Repair Party Electrician - Train on critical response in emergency situations, diagnosing appropriate levels of safety. Directing personnel in step by step instructions on how to approach and correct emergency situations

Education

Ferris State University

Big Rapids, MI

Bachelors of applied science, Digital Animation and Game Design, Game Design Track

SchoolCraft College

Livonia, MI

2009-2014

Skills

- 3D Modeling
- Texturing
- Audio Mixing
- Administrative Work
- Organizing People into effective work flows
- Training Coordinator
- Programing in Unreal Engine 5
- Audio Recording
- Video Editing
- Troubleshooting using Technical Documents
- Supervisor role
- Conflict Resolution

Software Proficiencies

- Unreal Engine 5
- Substance Painter
- 3ds Max
- Processing
- Photoshop
- Illustrator
- Indesign
- Adobe Audition
- Adobe Premiere
- Final Cut Pro