

ANTHONY LOQUERCIO

SUMMARY

Advanced Game Designer with over 22 years of experience in game development, including 8 years leading diverse strike teams and small design pods, and mentoring junior designers. Expertise lies in optimizing processes and enhancing efficiency, while also addressing the needs crucial for the success and happiness of team members. Experience encompasses every stage of a project, from inception to submission, including post-launch support and additional DLC iterations. Focused on building cross-functional, collaborative partnerships both internally and externally to facilitate team success in achieving shared goals..

SKILLS

- Design Leadership
- Design Mentoring
- Outsourcing Management
- Creative Direction
- Feature Systems Design
- Game Mechanics Design
- Multiplayer Design
- Live Ops
- Game Monetization
- Game Balance
- Level Design
- Unreal Engine

WORK HISTORY

ADVANCED GAME DESIGNER 03/2020 to 07/2024

Mortal Kombat: Onslaught (IOS, Android), NetherRealm Studios

- Led Onslaught's enemy encounter design and story gameplay teams, ensuring compelling and challenging gameplay experiences that resonated with fans of 'idle' games.
- Managed 3-6 internal design personnel and collaborated with external outsourced teams or 40+ individuals to deliver high-quality game content on-time.
- Mentored 5 associate and mid-level game designers, fostering inclusivity and focusing on skill development and knowledge sharing within the team.
- Designed proprietary tools to facilitate rapid implementation of story cut-scenes and enemy encounters, collaborating closely with programmers to ensure functionality and efficiency.
- Worked closely with Product Managers and Economy Designers to seamlessly integrate gameplay and monetization.
- Utilized analytical data to improve KPIs between 9%-12% (DAU), by iteratively tweaking and rebalancing combat encounters for optimal player engagement.
- Designed feature systems, including the story campaign and two live service game modes.

SENIOR GAME DESIGNER 06/2018 to 02/2020

Mortal Kombat: Mobile (formerly Mortal Kombat: X), NetherRealm Studios

- Oversaw outsourced Design teams of 10+ individuals and responsibility for live game support, ensuring continuity and quality of ongoing updates.
- Collaborated with Product Management to analyze player data and adjust game features to enhance player retention and satisfaction, contributing to an increase of ~8%-10% revenue.
- Contributed to character and feature systems design, focusing on enhancing gameplay depth and variety.

- Worked closely with Marketing and Community Managers to address player concerns and generate excitement around upcoming content.

SENIOR GAME DESIGNER 01/2016 to 05/2018

Injustice 2 (iOS, Android), NetherRealm Studios

- Led strike-teams of 10-15 individuals devoted to the creation and deployment of major new modes, including Raid and Leagues (Guilds).
- Mentored junior designers, guiding them in gameplay design principles and best practices.
- Designed systems and implemented enemy encounters for all of the following: raids, boss battles, invasions, story battles, achievements, and challenges.
- Introduced Invasions and Raids to the game, each of which saw a lift of ~10%-19% in engagement and retention.
- Worked closely with Product Management to balance game mechanics and optimize player progression and engagement.
- Worked with Marketing and Community managers to interface positively with INJ2's fanbase - addressing issues and teasing new content.
- Maintained Live Ops elements of the game to further improve trouble spots in the game's KPIs.

SENIOR GAME DESIGNER 11/2013 to 12/2015

Mortal Kombat: X (iOS, Android), NetherRealm Studios

- Mentored associate and mid-level game designers, fostering inclusivity, skill development and collaboration within the team.
- Led the research and implementation of mobile friendly X-Rays using Unreal Engine 3's Matinee system.
- Designed and balanced challenging enemy encounters to enhance gameplay dynamics.
- Managed difficulty curves to ensure a satisfying progression for players and help influence positive KPIs.
- Designed and implemented core campaign system.

PROJECT LEAD / SENIOR GAME DESIGNER 07/2013 to 10/2013

Batman: Arkham Origins (iOS), NetherRealm Studios

- Successfully led the development of the game from inception to submission in a tight 13-week timeline, with a team of 20+ people.
- Coordinated team efforts to meet deadlines and ensure cohesive game design across monetization, UI elements, combat systems, and more.
- Designed and implemented comprehensive gameplay systems including economy, level advancement, skills, UX, campaign mode, and procedural battle systems.

SENIOR GAME DESIGNER 07/2012 to 04/2013

Injustice: Gods Among Us (iOS, Android), NetherRealm Studios

- Designed and balanced engaging enemy encounters to create strategic gameplay experiences within Campaign mode.
- Implemented cinematic sequences using Matinee in Unreal Engine 3 to enhance storytelling immersion.
- Managed difficulty curves to maintain gameplay balance and challenge.

GAME DESIGNER 01/2012 to 06/2012

Unannounced Project (iOS), NetherRealm Studios

- Level Design - Designed and implemented 6 levels and many scenarios and enemy encounters in an effort to immerse players into the essence of a very popular IP universe.
- Created cinematic sequences using Matinee to enhance narrative and gameplay

immersion.

GAME DESIGNER 05/2011 to 12/2011

Batman: Arkham City Lockdown (iOS), NetherRealm Studios

- Implemented all of the game's battles using Kismet visual scripting to create engaging combat sequences.
- Designed and implemented dozens of Cinematics using Matinee to enhance storytelling elements.

GAME DESIGN SUPPORT 02/2011 to 04/2011

Mortal Kombat 9 (PS3), NetherRealm Studios

- Supported game balance initiatives using proprietary character tools by adjusting gameplay at lower difficulty levels.

MULTIPLAYER DESIGNER 02/2010 to 01/2011

F.3.A.R. (PS3), NetherRealm Studios

- Designed and implemented 4 unique multiplayer modes in collaboration with Day One staff.
- Executed 4 MP level designs to provide diverse and balanced multiplayer environments.

LEVEL DESIGNER 06/2009 to 01/2010

Unannounced Project (Prototype) (Console), NetherRealm Studios

- Created platforming challenges and 4 battle-focused arenas.
- Scripted 4 combat encounters and 4 environmental puzzles using Kismet to enrich gameplay dynamics.

SENIOR DESIGNER 10/2007 to 05/2009

Unannounced Project (Console), Midway Games

- Led all feature systems design efforts and made significant contributions to the Game Design Document (GDD), ensuring cohesive gameplay mechanics.
- Designed compelling weapons with unique mix-and-match player customization options.

LEVEL DESIGNER 07/2004 to 09/2007

Stranglehold (PS3, Xbox 360), Midway Games

- Created, implemented, tested, and balanced 6 level layouts to ensure an optimal player experience.
- Scripted diverse enemy encounters, with an eye towards maintaining gameplay balance.
- Managed weapon balance to ensure exciting, visceral gameplay.

LEVEL DESIGNER 05/2003 to 06/2004

Psi-Ops: The Mindgate Conspiracy (PS2, Xbox), Midway Games

- Designed enemy encounters and architected levels to accommodate both stealth and combat gameplay styles, enhancing player choice and strategy.

ADDITIONAL EXPERIENCE

Quality Assurance on MLB SlugFest (May 2002-Jan 2003). World Builder on Septerra Core: Legacy of the Creator (May 1999-July 2000).

EDUCATION

University of Illinois At Chicago, Chicago, IL
Bachelor of Arts, Creative Writing And Journalism, 06/1995