

# ANTHONY LOQUERCIO

## SUMMARY

Experienced and versatile Advanced Game Designer with over 22 years of expertise in developing captivating gameplay experiences for both mobile and console platforms. Adept at leadership roles, feature level system designs, integrating narrative lore and themes into gameplay and translating console gameplay experiences to the casual and mid-core mobile games space. Committed to fostering the growth and development of junior game designers through mentorship and guidance. Passionate about continuously innovating and delivering immersive gaming experiences that leave a lasting impact on players.

## SKILLS

- Design Leadership
- Creative Direction
- Feature Systems Design
- Encounter Design
- High-Level Design
- Multiplayer Design
- Design Mentoring
- 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.
- 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.
- Managed internal design personnel and collaborated with external outsourced teams to deliver high-quality game content.
- Mentored associate and mid-level game designers, fostering inclusivity and a focus on skill development and knowledge sharing within the team.

### SENIOR GAME DESIGNER 06/2018 to 02/2020

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

- Returned to oversee outsourcing teams responsible for 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

- 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.
- Mentored junior designers, guiding them in gameplay design principles and best practices.
- 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

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

**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 levels, 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 Battles using Kismet visual scripting to create engaging combat sequences.
- Designed and implemented 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 four unique multiplayer modes in collaboration with Day One staff.
- Executed 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 intense battle-focused arenas.
- Scripted combat encounters and 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 multiple 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