# Anton Strenger

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## Projects

### Civilization VI DLC and Expansions
Lead Designer, Firaxis    2016 - Now

- Directed the theme, tone, and gameplay of the Rise and Fall expansion pack, and communicated across disciplines to form a creative consensus for our talented team
- Led a team of 4 designers to create fresh new systems for the franchise, from Historic Moments that called out procedural story elements to Governors who supercharged a player's core cities
- Promoted the game to journalists and fans, including livestreams with deep gameplay dives

### Civilization VI
Senior Designer, Firaxis    2014 - 2016

- Owned multiple game systems and content spaces, from Trade Routes that created organic roads to Great People who wielded historically-inspired unique powers
- Collaborated with artists, UI designers, and engineers to craft complex visualizations of data and drama
- Promoted the game to journalists and fans, including translated interviews and presentations in Seoul

### Civilization: Beyond Earth
Senior Designer, Firaxis    2013 - 2014

- Refined creative vision for the game starting in pre-production
- Designed and programmed several gameplay systems, from the tactically focused Orbital Layer to the RPG-like skill trees of the Virtues system
- Promoted the game to journalists and fans, including on a PAX Panel which announced the game

### Civilization V DLC and Expansions
Junior Designer, Firaxis    2011 - 2013

- Designed, programmed, and wrote AI for the World Congress system, which allowed complex diplomatic interactions and strategic votes between multiple players
- Researched, designed, and programmed the Assyrian and Portuguese civilizations
- Crafted a steampunk-themed scenario with custom rules and an invented whimsical backstory

## Education

### Carnegie Mellon University
Entertainment Technology, Masters    2010 - 2012

Rapid prototyping, game design, narrative design, tools programming, film, improv

### Stanford University
Symbolic Systems, Bachelor of Science    2006 - 2010

Phi Beta Kappa honor society, programming, psychology, linguistics, philosophy, creative writing

## Skills

- Project Leadership, Systems Design, Content Design
- C++, Lua, XML, SQL, Python, C#
- Creative Writing, Worldbuilding, two-time National Novel Writing Month participant
- User Research, Playtesting, Analytics, Statistics
- Conversational Japanese, making a fine cup of tea