

Anton Strenger

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Projects

Civilization VI DLC and Expansions

Lead Designer, Firaxis 2016 - Now

- Trailblazed the transition to a live ops, season pass model with the New Frontier Pass, to retain active players and delight fans with reliable content and balance updates
- Directed the theme, tone, and gameplay of the Rise and Fall expansion pack, and communicated across disciplines to form creative alignment
- Led a team of 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 and science-fiction elements, 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

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
- 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

- Systems Design, Content Design
- Creative Leadership, Project Spokesperson to journalists and fans
- C++, Lua, XML, SQL, Python, C#
- Worldbuilding, Procedural Narrative, two-time National Novel Writing Month winner
- User Interface, User Research, Analytics