

Hello there!

# Anthony Rodi

Designer & Game Artist

Contact me!  
anthrodi@gmail.com

About

**Anthony Rodi is a designer and game artist from Toronto, Ontario. Currently working at Bunch and developing independent games.**

Experience

## Current

**Bunch Studios Inc.**

[bunch.live](http://bunch.live)

**Game Artist**

09/2019 - Present

Artist for Bunch's internal game studio responsible for concepts, asset production, UI/UX design and research, animation, Unity implementation, and promotional materials for multiplayer mobile games.

---

**Cosmic Design**

[cosmicdesigner.com](http://cosmicdesigner.com)

**Intermediate Designer**

01/2018 - 09/2019

Managed a small team responsible for local, provincial, and national advertising for Live Nation Canada.

---

**Thousand Stars Studio**

[thousandstarsstudio.com](http://thousandstarsstudio.com)

**Co-Founder & Lead Designer**

2016 - 2017

---

**Game:Play Lab**

[ocadu.ca/research/gameplay](http://ocadu.ca/research/gameplay)

**Research Assistant**

2015 - 2016

---

**Albedo Informatics Inc.**

[albedoinformatics.com](http://albedoinformatics.com)

**Graphic Designer**

2016

More about

## Skills

Graphic Design  
UI/UX Design  
Game Design  
Game Development (Unity C#)  
HTML5/CSS

## Tools

Figma, After Effects, Illustrator,  
Photoshop, InDesign

Unity, Blender 3D, GitHub  
GameMaker Studio 2

Asana, InVision

## Education

Bachelor of Design  
OCAD University  
Digital Media & Games  
2017

Ontario Colleges Advanced Diploma  
Fanshawe College  
Graphic Design  
2013

## Achievements

Featured Work: 'The Passing'  
2017, V/Art Digital Exhibition

Featured Game: 'Powerplant'  
2017, CNE Bit Bazaar

Featured Game: 'Mend'  
2017, Different Games

GUI Award of Excellence  
2013, Fanshawe College