

Anthony Scott Alvarez

Los Angeles, CA · a.s.alvarez0001@gmail.com · asa-games.com

Card game designer with a shipped-QA background. Creator and Creative Director of Masterworks of Horror, designed as both a real-time digital TCG and a printed tabletop set. Seventeen plus years as a competitive TCG player, including multiple World Championship appearances, with AAA quality assurance on titles such as The Last of Us Part II Remastered.

EXPERIENCE

Creator & Creative Director · Masterworks of Horror USC Advanced Games Program Feb 2025 - May 2026

- Pitched the concept and won the #1 slot out of 90+ pitches, then led a team of 60 from ideation to a near release-candidate beta.
- Designed every card and all systems of a real-time PvP TCG: the keyword system, three-act structure, zone-and-lane board, and resource economy, and owned final balance.
- Wrote and iterated the full physical tabletop ruleset and built the Photoshop card templates and spot-foil print masks the set is built on.
- Drove physical production with printers overseas and in the US (stock, color, cut, foil, and proofs) to deliver real, sealed booster packs.
- Designed a collaboration set with twelve other USC game teams, distributed at the USC Games Expo, and integrated the cards into the digital build with engineering.
- Authored documentation across every department and managed scheduling for the team.

Quality Assurance Tester · MapleStory Nexon America Mar 2024 - Aug 2024

- Credited on MapleStory patch releases; monitored the live environment and ran ad-hoc and new-build testing on a twenty year old live-ops game.
- Wrote clear, concise bug reports that communicated across a language barrier to the development team in Korea, and delivered daily progress reports to production.
- Helped manage Confluence, TestRail, and Kanban, and streamlined the reporting pipeline.

Game Test Analyst (QA) · Sony Interactive Entertainment via DZ ConneX Oct 2022 - Mar 2024

- Credited on The Last of Us Part II Remastered as the primary Focus Build functional tester, experiencing the full cycle of shipping a AAA title.
- Logged and tracked issues in bug databases, authored TestRail cases for other testers, and tested PC and PS5 builds; also served as Development QA on an unreleased title.

COMPETITIVE TCG

- 17+ years of competitive play across Yu-Gi-Oh!, Dragon Ball Super, TEPPEN, Battle Spirits Saga, and Star Wars: Unlimited.
- Five-time TEPPEN World Championship competitor.
- Top 16 at the Battle Spirits Saga World Championship, with 15 Top 16 or better finishes at BSS Grand Opens and Pro Tours.

EDUCATION

M.S., Game Design and Development University of Southern California 2024 - 2026

B.A., Art & Design: Games and Playable Media (Game Design) UC Santa Cruz 2020 - 2022

SKILLS

Design: Card and systems design, game balancing, rules writing, paper and digital prototyping, cross-department documentation.

Production & Tools: Photoshop and print production (templates, spot-foil masks), Unity, Unreal, Godot (intermediate), Jira, Confluence, TestRail, OBS, Adobe Suite, Microsoft Office.