

# George Schober

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## **EDUCATION**

**Michigan State University** | East Lansing, Michigan

Expected Graduation: May 2020

*College of Engineering*

GPA 3.82/4.0

Bachelor of Science in Computer Science | Minor in Game Design and Development

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## **PROFESSIONAL EXPERIENCE**

### **Gameplay Programmer/Developer**

*Games for Entertainment and Learning Lab - MSU*

March 2019 - Present

Plunder Panic – IndieCade 2017, Audience Choice Award Winner

- Designed and developed dual-utility AI system for computer-controlled players
- Redesigned and implemented the character selection's user experience in order to improve game startup
- Created and implemented generic audio manager system used across multiple games
- Reworked systems in effort to port the game to the Nintendo Switch, Steam and PC

Brain Powered Games - Africa

- Designed and developed generic data collection and saving system used for aggregating data and event tracking, which is currently used across multiple research studies
- Rebuilt original set of Brain Powered Games and began development on Village Builder
- Traveled to Uganda in order to playtest Brain Powered Games and help oversee training of local researchers

Island Saver

- Reworked systems including saving, pathing, and UI in order to prepare game for launch
- Saw game through to release and continued development, improving existing systems after launch

### **Internet Marketing Intern/Internet Marketing Associate**

*Rise Interactive – Chicago, IL*

May 2018 - May 2019

- Developed campaign management tool that increased the speed of the budget update process by 32x
- Demonstrated comprehensive understanding of programmatic marketing in presentation to 200+ employees
- Leveraged JavaScript to automate social media post creation, media plan creation, and master file creation within Google Sheets
- Built campaign automation tool that reduced time spent on campaign creation by half on average
- Defined new bulk upload process and supervised training of Social team within the platform

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## **EXTRA-CURRICULAR EXPERIENCE**

Michigan State University Water Ski Team

September 2017-Present

*Fundraising/Sponsorship chair*

- Raised over \$12,000 by planning monthly events at local businesses and initiating outreach with industry specific partners as well as alumni

## **SKILLS**

C#, C++, C, Unity Engine, Python, JavaScript, Data Collection/Analysis, Visual Paradigm and UML

## **INTERESTS**

Artificial Intelligence, Machine Learning, System Design, Tool Development, Game Theory