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

PROFESSIONAL EXPERIENCE

Gameplay Programmer/Developer
Games for Entertainment and Learning Lab - MSU   March 2019 - Present

Plunder Panic – Anticipated release on Nintendo Switch and Steam, 2020
- Designed and developed dual-utility AI system for computer-controlled players along with action system that allows for easy modification
- Utilized modified A* pathing algorithm for AI movement system
- Redesigned existing menu system and character select to improve user experience
- Created and implemented generic audio manager system reused in other GEL projects

Brain Powered Games Africa - Release in January 2020
- 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 to playtest Brain Powered Games and help oversee training of local researchers

Island Saver – Released on iOS and Android, May 2019
- Reworked systems including saving, pathing, and UI to prepare game for launch
- Saw game through to release and continued development, improving existing systems after launch

Whipslash – Anticipated release December 2019
- Leading team of ten students as producer and lead programmer over a semester
- Implemented enemy AI based on kung-fu circle and adapted to a VR environment
- Developed base mechanics including all axe interaction and enemy ragdoll system

Internet Marketing Intern/Internet Marketing Associate
Rise Interactive – Chicago, IL   May 2018 - May 2019

- Developed campaign management tool to increase the budget update process by 32x
- Demonstrated 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 to reduce time spent on campaign creation by half
- Defined new bulk upload process and supervised training of Social team within the platform

EXTRA-CURRICULAR EXPERIENCE
Michigan State University Water Ski Team - *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, Linear Algebra, Python, JavaScript, Data Collection/Analysis, UML

INTERESTS
Artificial Intelligence, Machine Learning, Systems Design, Tool Development, Game Theory