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## EDUCATION

### BA: ENTERTAINMENT ARTS AND ENGINEERING (EAE)

University of Utah  
2012 - 2016

## SKILLS

### PROFESSIONAL

- Agile/Scrum Environment
- Game Design
- Level Design
- Content Developer
- Gameplay/Modes

### TOOLS

- Unreal 4
- Unity 3D
- Frostbite/ANT
- Autodesk Maya
- Adobe Photoshop and Premiere
- Visual Scripting and Python
- JIRA
- Perforce

# DEVON WILHITE

## GAME DESIGNER

## PROFILE

Highly capable Game Designer with 3+ years' experience in ideation and implementation of feature content and mode designs, seeking to continue expanding knowledge in all fields of game design and leadership in order to create products that exceed expectations of both developer and gamer communities.

## EXPERIENCE

### ASSOCIATE GAME DESIGNER

Electronic Arts – Sports / 2017 - Present

#### Dunks and Layups (NBA Live 18)

- Implementation of new animation assets and tuning logic around gameplay balance and playability.

#### Celebratory/Post Play Locomotion (NBA Live 19)

- Improved locomotion-to-action in both Celebrations and Post-Play by setting up and tuning assets using pose matching and motion warp tech.
- Responsible creating a shot-list and directing talent during mocap sessions.

#### Modes and Features (NBA Live 19)

- Designed, implemented, and tuned new injury system that features a variety of playable and non-playable injuries based on probability logic and stats.
- Presented and lead discussions with multiple teams to implement new game modes and mechanics.

#### Multi-character Interactions (NBA Live 19)

- Implemented and tuned assets to allow multi-character interactions (crashing into physical objects, high-fives, pats on the back, etc.)

#### Sideline Player Awareness (Madden NFL 21)

- Tuned reaction and interaction logic for the newly increased populated sidelines, including head tracking via procedural awareness tech.

## GAMES

### ELECTRONIC ARTS – SPORTS

Ship Dates: Sept. 2017, 18, 20

#### NBA Live 18, 19 (EA Sports)

- Gameplay Designer
- Platform: Xbox One, PlayStation 4

#### Madden NFL 21

- Gameplay Designer
- Platform: Xbox One, PlayStation 4, Xbox Series S/X, PlayStation 5, PC