George Giang

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Education

COMPUTER INFORMATION SYSTEMS | DEC 2023 | UNIVERSITY OF HOUSTON

- Bachelor of Science
- · Related coursework: UX Principles, Project Management & Practice, Quality Improvement Methods

COMPUTER INFORMATION SYSTEMS | AUG 2019 | LONE STAR COLLEGE

· Honors Associate of Arts

Skills

DESIGN

 Combat, encounter, systems, player progression, visual effect, sound, environment, player-facing documentation

TECHNICAL

· Git, Visual Studio Code, custom/internal engine tools, Unreal Engine 5, Agile Development, SQL, engine scripting (Lua), skeletal animation (3DS MAX), Photoshop, Video Editing (Sony Vegas Pro)

SOFT

- Organization, teamwork, leadership, analytical, documentation, player engagement, communication, collaborative problem solving, public speaking, presentations, technical support, peer mentorship
- · Languages: English Native, Chinese (Cantonese) Conversational, Japanese Conversational

Experience

GAME DESIGNER-COMBAT DESIGN-PLAYER PROGRESSION | ETHERIOUS LLC MAY 2019 - PRESENT

- Creatively problem solved around engine limitations to implement new gameplay mechanics and experiences
- · Outlined and developed visual effects, audio, and animations for character abilities
- Designed, documented, and developed character gameplay reworks across several archetypes (DPS/Heal/Tank, combat encounters, player progression, player rewards systems
- · Sculpted terrain, crafted environments, and level design
- · Built enemy behaviors and mechanics for encounters
- · Active communication and teamwork to design player experiences
- · Analyzed and implemented character balancing based on power-budgets

DELEGATE | NATIONAL MODEL UNITED NATIONS NOV 2017 - APR 2019

- · Instructional leader for collegiate team, teaching 15 peers to be an effective delegate
- · Worked in a team to propose model policy changes, expanding the influence of representing countries
- · Brainstormed and strategized compromises between multiple parties with competing ideas