

Geoffrey Sholler

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Experience

EA Tiburon (February 2016 - Present)

NBA Live 18 Ultimate Team & Madden NFL 17 Ultimate Team

Technical Designer/Assistant Producer – Ultimate Team

- Learned to utilize tools and SQL databases to create content.
- Headed up design and content creation for Madden Ultimate Team 2017 on PlayStation 3, Playstation 4, Xbox 360, and Xbox One consoles.
- Created content for NBA Live 18 Ultimate Team on PlayStation 4 and Xbox One.

Cubic Advanced Learning Solutions (July 2014 – January 2016)

Technical Game Designer

- Utilized Unreal Engine 4 to create training simulations.
- Used Unreal Engine 4's blueprint system to prototype and implement features and systems.
- Learned tools to assist at all parts of the pipeline including simulation modeling, procedure encoding and storyboard creation, audio implementation, and context-based particle effect adjustments.

Trendy Entertainment (January 2012 – May 2014)

Dungeon Defenders & Dungeon Defenders 2

Technical Game Designer

- Designed player abilities, defense types, enemies, and gameplay elements, and gameplay systems.
- Integrated art and code assets together for enemies and items.
- Resolved/diagnosed bugs that were discovered by the QA team.
- Trained personnel in Matinee, sound work, and asset implementation.
- Finalized the setup of new characters, items, and enemies.
- Setup ambient sound for new levels and generated sound cues for use by characters, items, and levels.
- Created cutscenes for level events using Matinee.
- Created new visual effects using existing assets in Cascade.
- Added gameplay scripting using Kismet, AI pathing, and gameplay volumes to levels

Other Experience

Was commissioned to write an instructional book titled "Build a Game with UDK" that covers all tools necessary to create a functional game prototype in UDK.

Education

Master of Science in Interactive Entertainment – Production and Design track
Florida Interactive Entertainment Academy (University of Central Florida) - 2011

Bachelor of Science in Computer Science – Graphics and Game Design track
University of Miami - 2008