Richard M Georgeoff III

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**Objective:** It’s my passion to make awesome and innovative games. I hope to find a creative and productive environment where I can put my game development and programming skills to work adding benefit to a great team and ultimately succeed together creating the best game titles of this generation.

**Education:**

* BS in Computer Science and Engineering - The Ohio State University '14
* BA in Mandarin Chinese - The Ohio State University '14

**Work Experience:**

Need for Seat April ‘15 - August ‘15 Columbus, OH (USA)

 -Managed and created new relationships with high profile YouTube/Twitch gamers and the communities.

 -Traveled to the Chinese factory, improved product quality, and quickened the production efficiency.

 -Represented company at Canton Fair Trade Show in GuangZhou China, and fostered new relationships through effective communication, and business partnership skills.

 -Gained management experience, leading warehouse and factory employees in both USA and China.

Aptima Inc. February ’15 - May ’15 Dayton, OH (USA)

-Recruited near the deadline of a government contract project, and given 3 months to finish the game.

-Worked with a small team, and was put in a high pressure environment, where we thrived.

-Gained experience developing applications for IOS and Android mobile devices in Unity3d and C#, and adapting code to their limitations such as low draw call restrictions and input limitations.

-Successfully filtered features down to a manageable amount for the timeline, while retaining clients needs.

Forged Chaos February '14 – March ‘15 Seattle, Washington (USA)

-Game Programmer of a Massive Multi-player Role Playing Game called Trials Of Ascension.

-Managed technical side development of the project from ground zero, paper design to implementation, obtaining startup company experience and learning various do’s and don’ts of new startups.

-Created asset pipeline in cooperation with artists allowing easy integration of assets into Unity 3D.

-Designed and programmed backend network with server region system with Photon Networking, C#, PHP, MySQL, AWS (Amazon Web Services), and customized fluent nHibernate ORM libraries.

-Created collision based melee combat with lag-compensation, modular building system, a playable spider that walks on walls, crafting systems, day night cycles, particle effects, UI, physics, among many others.

-Personally created builds and frequently ran large scale player test for bugs & feedback with the community.

-Experience preparing for a Kickstarter and building a game with a live community.

NightNode Software June '13 – September '13 Stockholm, Sweden

-QA of their new indie title Gravity Wars, released on steam. At the time I had a solid amount of Unity3D & C# experience so I was able to tell them exactly what needed to be done, down to the line of code, to fix a bug.

-Experience with modding, designing mod friendly systems, and testing these systems.

Reality Squared Games January '12 - May '12 ShenZhen, China

-Intern at global game publisher where I tested content, learned about customer service, and account billing.

-I was a forum moderator and a well known in-game GM among the community.

-Studied and learned FTP (free to play) models, and witnessed their success along user retention.

Skills:

* C# & Unity3D - over 5 years experience with both Unity3D and C#.
* Obtained over 6 years personal game development experience, with more then 2 years of that being in the professional game development environment.
* Experience creating admin tools for server statistics, logging, free camera for recording, and more.
* Proficient with Visual Studio, Amazon Web Services, SVN/TFS/GIT version control, Photon Networking, Photoshop, phpMyAdmin, FTP software, light CG shader scripting.
* Familiar with Reason Audio, Eclipse, Maya, 3ds Max, Code Blocks, Emacs, X-Win 32, and more.
* Practiced experience with procedural generation, path finding algorithms such as A\*, and other Artificial Intelligence systems.
* Multiple experience with outsourcing tasks and management of remote projects from other studios.
* Knowledgeable of Agile and experience developing in Agile with 1 and 2 week sprints.
* Made a full featured in-game level editor, publisher, and browser for players, using a voxel and stretch system in unity, with a backend of PHP, MySQL, phpMyAdmin, XML, a private web server, & Unity’s WWW class.
* Trained in user interface good practices as well as many player experience and retention techniques.
* Professional experience working with facial animations, text to speech, and blendshapes for an IOS app.
* Experience with all Windows systems and office suites, as well as Mac OSX, Linux and other Unix systems.
* I learn things very fast as shown at Forged Chaos; I work well under pressure as shown at Aptima; I am upbeat, exciting, and work great with teams as shown at NEEDforSEAT; and I am very passionate about what I do.

Relevant Experience:

* I’m deeply involved in the game development community. I participate in game jams like LudumDare, and completed various hackathons where I won high placing awards. I was also a CA (volunteer) at the Game Development Conference in Los Angeles.
* Trials of Ascension Kickstarter video; all in game footage is my work. <https://vimeo.com/119278446>
* Successfully hosted e-sports tournaments of 200+ people with my universities BuckeyeLan. Sponsors of the event include Microsoft, Roccat, Riot games, Logitech, and more.
* Previous Twitch.tv streamer with 1300+ followers. I’m good with a community and PR is easy for me.
* Attend & lead local game-dev meetings/groups, also former Officer of Game Creators Club at OSU.
* Watched over 500 hours of Game Development Conference lecture, on GDC vault.

References information can be given on a request basis