

GREG HAVLUSCH

Technical Designer

SUMMARY

Ten years game development experience in a creative leadership & technical design role with thirty live title updates shipped. Expert in driving and mentoring creative teams in a deadline oriented agile production environment.

EXPERIENCE

Technical Design

- Design, implement, and maintain content for *Ultima Online* using a proprietary C-like scripting language maximizing efficiency, reusability, and reliability
- Squashed hundreds of bugs in a 20-year-old code base
- Conceived, designed, and authored federal grant for an interdisciplinary creative VR project as part of Bachelor of Individualized Study at George Mason University

Communication

- Coordinated with art, production, and engineering to establish an effective iterative production pipeline to deliver the best results to our audience
- Refine forward facing messages for development announcements related to game updates, promotional and store items, and game fiction
- Deliver convention presentations to large player communities, teasing upcoming features
- Lectured on development experience to Game Design students at George Mason University

Creative Leadership

- Lead creative vision for longest running MMORPG of all time, *Ultima Online*, adhering to a rich and established 20+ year franchise history
- Coordinate creative efforts from multiple stakeholders to deliver a cohesive game narrative
- Lead prototype teams using Unity & Unreal Engine, acting as project lead with students from George Mason University's Game Design program

WORK HISTORY

Designer, Broadsword Online Games, Herndon, VA	Feb. 2014 - Present
Designer, Electronic Arts, Fairfax, VA	Jan. 2012 - Feb. 2014
Event Moderator, Electronic Arts, Fairfax, VA	Dec. 2008 - Sept. 2012
Water Quality Supervisor, Jenkinson's Aquarium, Pt. Pleasant, NJ	Apr. 2008 - Jan. 2012

EDUCATION

Bachelor of Individualized Study (BIS), Technical Game Systems Design George Mason University, Fairfax, VA	May 2017 GPA: 3.81
Candidate, AAS Digital Animation & 3D Design - Game Programming Option Brookdale Community College, Lincroft, NJ	2011-2012
Candidate, BS Biology University of the Sciences, Philadelphia, PA	2003-2007

TECHNICAL SKILLS

Programming: Wombat, C, C++, Java, C#
Operating Systems: Windows, MacOS, Linux
Game Engines: Unreal 4, Unity
Applications: Perforce, JIRA, Adobe Photoshop, Premier Pro, AfterFX, Lightroom