

Antonio J. Revard

GAMES:

NBA Live 17 (EA Sports)

Designer 1

Platform: Xbox One and PlayStation 4

(Estimated) Ship Date: Feb, 2017

NBA Live 16 (EA Sports)

Associate Designer

Platform: Xbox One and PlayStation 4

Ship Date: Sept, 2015

404Sight (Master's Thesis)

Design Lead / Producer

Platform: PC (Steam)

Unreal Development Grant Winner

Ship Date: May, 2015

NBA Live 15 (EA Sports)

Designer Intern

Platform: Xbox One and PlayStation 4

Ship Date: Oct, 2014

SKILLS:

Game Engines

- Skilled in Unity3D and Unreal 4

3D Tools

- Experience with Autodesk Maya
- Experience with low/high poly modeling, techniques animation, rigging, and UV layouts.

Programming Languages

- Experience with Python, C#, MySQL, and JavaScript

Other

- Knowledge of AGILE process
- Adaptable, eager to learn, and willing to try new tasks/technology

EXPERIENCE:

Electronic Arts - Sports

Designer 1

- TBD

Jun, 2015 - Current

Associate Designer

- Designed and maintained Create Player feature
- Maintained database, players, teams, accessories, and ratings
- Designed, tuned, and implemented all Pro-Am teams

Jan, 2015 – Jun 2015

University of Utah

Teaching Assistant & Producer @ Therapeutic Games and Applications Lab

- Provided feedback and support to undergraduate game development class.
- Delegated tasks and insured deliverable upon completion of semester through AGILE process.
- Worked with client to meet goals and negotiate changes to insure higher quality end product.

Aug, 2014 – Dec, 2014

Electronic Arts - Sports

Designer Intern

- Worked with career mode team, primarily focused efforts on adjusting and tuning dynasty mode.
- Responsible for adjusting simulation results, trades, injuries, and free agency logic.
- Learned proprietary toolset that I had no previous experience with.
- Achieved and completed all tasks within the deadlines and pressures during alpha cycle.

May, 2014 – Aug, 2014

EDUCATION:

University of Utah, Salt Lake City UT

Masters in Entertainment Arts & Engineering (EAE), Production Emphasis

Aug 2013 - May 2015

Michigan State University, East Lansing MI

May 2010 - May 2013

Bachelor of Arts, Media Arts & Technology - Undergraduate Specialization: Game Design & Development

Twitch Alienware Scholarship Winner

CURRENT REFERENCE CONTACTS AVAILABLE UPON REQUEST