

Antonio J. Revard

GAMES:

NBA Live 15-19 (EA Sports)

Systems & Gameplay Designer

Platform: Xbox One and PlayStation 4

Ship Date: Sept 2015/17/18/19

404Sight

Design Lead / Producer

Platform: PC (Steam)

Unreal Development Grant Winner

Ship Date: May 2015

SKILLS:

- Skilled in Unity3D, Unreal 4, and ANT
- Experience with Autodesk Maya, Adobe Photoshop, and Premiere
- Programming Experience with Visual Scripting, Python, C#, MySQL, and JavaScript
- Worked in Live Services, Gameplay, Modes, UI, and Database pods

EXPERIENCE:

Electronic Arts – Sports

May 2014 - Current

Gameplay Designer

- Dunks & Layups (Live 17/19)
 - Implemented system in which assets can be influenced to play based on various contributing factors
 - Responsible for generating shot lists, and directing talent for motion capture
- Player Locomotion
 - Implemented and tuned a system in which different animations will play based off context set by design
 - Improved loco to better blend in and out of other various gameplay systems (catches, dynamic landings, etc.)
- Traits, Icon Abilities, Player Progression (Live 19)
 - Ideation & implementation of a new robust system that allowed design to create a variety of gameplay advantages when in-game
 - Tuned throughout product lifecycle to insure competitive balance based off data and user tendencies

FE/Modes System Designer

- Database & Ratings Owner (Live 16)
 - Responsible for generating weekly content updates regarding real life events
 - Including - player trades, ratings, and movement
 - Architected and implemented Create Player gear and item conflict system
- Franchise & League Gameplay (Live 18/19)
 - Designed & worked with team to rebuild franchise system from scratch
 - Architected various systems for simulation, artificial intelligence, and in accordance to the NBA CBA

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

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

May 2010 - May 2013

Twitch Alienware Scholarship Winner