

Gabriel Gonzalez

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Experience

Electronic Arts Orlando, FL
Associate Game Designer Dec 2012-Aug 2014

- Defined scope, goals and deliverables as product owner of several features in Madden NFL
- Collaborated with key stakeholders to ensure features aligned with team goals and objectives
- Designed and implemented features ranging from user interface, to technically complex
- Communicated project status between multiple internal teams and third party vendors
- Identified creative ways to cut down on development overhead and annual maintenance
- Independently worked on major features, delivering quality results on target

Electronic Arts Orlando, FL
Assistant Game Designer Sep 2012-Dec 2012

- Organized and maintained team design documentation database through development
- Coordinated tasks between multi-disciplinary team members to ensure project success
- Identified project plans and implementation using Microsoft Visio and other tools
- Utilized telemetry and metrics to iterate on designs and improve user experience
- Prototyped and implemented User Interface changes, working closely with team leadership

Florida Interactive Entertainment Academy Orlando, FL
Lead Game Designer Aug 2011-Dec 2012

- Created high level concept, pitched project, and greenlit to develop game with team of 26
- Established creative direction and empowered design team to accomplish vision
- Developed multiple rapid prototypes in teams of 5 on 2 week cycles
- Prepared and reported project status, responding quickly to feedback and changes each week
- Built levels in Unreal, using Matinee and Kismet to control scripted sequences and cinematics

Skills

Experiential Skills

- AAA-Game Production, Rapid Prototyping, Team Leadership, Project Management, Scrum
- Public Speaking, Level Design, User Interface Design, Gameplay Design, Character AI

Computer Languages, Engines and Tools

- C#, Visual Basic, Kismet, UnrealScript, AS3, XML, Python, PHP, JavaScript, HTML/CSS
- Unreal Engine 3, Unity 3, Flash, Visual Studio, Creation Kit, XNA

Project Software

- Perforce, Hansoft, Devtrack, MS Office, MS Visio, MS Project, Confluence, Google Docs
- Balsamiq, Maya, Photoshop, Illustrator, Premiere, Final Cut, Audacity, Pro Tools

Education

Florida Interactive Entertainment Academy

M.S. Interactive Entertainment - Production, Dec 2012

University of Central Florida

B.A. Digital Media - Digital Interactive Systems, Aug 2011