Name: George Katsaros
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Summary of Qualifications
- 10+ Years of multidisciplinary professional game development experience
- 7 Shipped applications and games
- Primary experience: Unity3D, Game Design, UI, UX, Tools

Programming Languages
- Highly Experienced: C#
- Used Professionally: server-side JavaScript, Python

Software/Libraries
- Highly Experienced: Unity3D, Xamarin, Visual Studio, GIT
- Used Professionally: Illustrator, Photoshop, After Effects, Premiere, Maya, 3ds Max

Work Experience
N3TWORK [Technical Designer] (2019 - Current)
- Worked with Live Operations team (design, engineering, art, QA, and community) to build tools that solve problems (Unity C#, Python, Excel, Google App Script)
- Automated common workflows
- Documented tools (written and video)
- Built game features using proprietary tech
- Manged and released daily content/event updates

Anki [Software Engineer] (2018 - 2019)
- Worked with an existing codebase to create cross-platform mobile applications (Xamarin C#)
- Implemented features and fixed bugs across all levels of the engineering stack
- Worked directly with production to establish streamlined sprint planning, resource dependency tracking, and proper engineering estimates
- Designed and implemented UI (Xcode Interface Builder and Android Studio Layouts)

One More Turn [Game Developer] (2014 - 2018)
- Designed and implemented systems and UX for a cross-platform multiplayer game
- Wrote tools for adding and managing content, bug reporting, and debugging
- Balanced game data for optimal player experience and retention
- Unity3D C# [UI/Tools] (PC/MacOS/iOS/Android)
- GameSparks server-side JavaScript, MongoDB, and NoSQL (MBaaS)

MachineZone [Game Designer] (2012 - 2014)

- Collaborated with game design team to find feasible, low-impact ways to improve the fun, flow, and monetization of Game of War: Fire Age
- Designed and wrote documentation for systems and UX for a cross-platform multiplayer game
- Worked with engineering, QA, and production on features from conception phase to approval and release
- Managed and monitored analytics of existing systems to inform design decisions
- Illustrator
- Excel

Sixits [Game Designer / Gameplay Engineer] (2012)
- Designed and implemented features for mobile and web games
- Work with executives, engineers, and artists to oversee and assist with the implementation of new features and systems
- Unity3D C# (iOS/Android)

Rivet Games [Quality Assurance Analyst / Game Designer] (2011 - 2012)
- Tested and reported on systems, features, performance, and presentation of games (iOS/Facebook)
- Monitored and investigated server logged errors
- Documented and performed daily smoke tests
- Signed off on releases of game updates
- Created content for Foo Pets' weekly releases
- Built levels, missions, and wrote narrative for Pet Tales

Level 13 Studio [Level Design Intern] (2009 - 2010)
- Single player mission and level design
- Scripting and set up of encounters, events and cinematic sequences
- Unity3D proprietary scripting language

References
Damjan Stulic email: dstulic@gmail.com phone: 314-600-4912 (Engineering Manager at Anki)
Li Yen email: faye2thesky@gmail.com phone: 408-892-6415 (Game Designer at Machine Zone)
John Park email: therobotresistance@gmail.com phone: 415-248-6173 (3D Modeler at SiXiTS Inc)
Ray Hilario email: raymondhilario@hotmail.com phone: 408-674-7601 (Game Services Lead at Rivet Games)