

George Schober

Expert Technical Designer · george.a.schober@gmail.com · gaschober.github.io/georgeschober.github.io

PROFESSIONAL EXPERIENCE

Expert Technical Designer — High Moon Studios

Call of Duty franchise

AI DESIGN & COMBAT

- Designed new Grenade Launcher AI archetype that lets players actively dodge incoming fire — a first for the franchise
- Conceived and implemented a drone enemy archetype featuring destructible parts and multiple unique combat behaviors
- Created new Juggernaut-type AI with area-denial attacks and coordinated group behaviors; improvements adopted into core systems and standard soldier types in future titles
- Scripted an elemental damage system that interacts with enemy AI in distinct ways, widening player combat strategy

FOUNDATIONAL SYSTEMS

- Built a shared-markup spawn system enabling a small design team to mark up geometry at scale, replacing per-activity markup with area-level rules
- Extended the Zombies ammo-mod system with support for custom attachments; authored new reusable status effects for future modes
- Conceived and developed a new fast-travel system for the MWZ game mode (Modern Warfare III)

CROSS-DISCIPLINE LEADERSHIP

- Took on a design-leadership role as the team scaled — cross-discipline check-ins, production planning, and mentorship of junior designers
- Served as primary design liaison to a partner studio, gathering feedback and driving objective ideation across twice-weekly planning sessions

GENERATIVE AI

- Integrated Generative AI into daily scripting and documentation workflows; authored custom prompts and instructions that automate documentation updates and enforce internal tooling APIs
- Drafted learning materials and gave presentations helping the Design team incorporate these tools into their daily work; built custom AI skills tailored to other departments' workflows, starting with Narrative Design

Game Designer: Open World Events — Rockstar Games San Diego

June 2020 – Present

Grand Theft Auto series

- Designed and produced open world encounters for organic player discovery
- Created project templates standardizing event creation
- Designed NPC behavioral responses based on interaction context
- Implemented new components to manage shared behavior between events
- Refactored existing components into a new script framework

NOTABLE PROJECTS

Plunder Panic

Released on Steam 2021

IndieCade Audience Choice Award 2017 — Dual-utility AI, node-based movement with modified A pathing, interchangeable action system, universal data tracking*

Whiplash

2020 Independent Games Festival

Producer + Lead Programmer — Kung-fu circle attack system, grapple traversal, aim-assisted axe throwing, ragdoll system; managed a team of 10 students across a semester

EDUCATION

Michigan State University

May 2020

B.S. Computer Science · Minor in Game Design & Development · GPA 3.82

SKILLS

C# · C++ · C · Python · JavaScript · Visual Scripting · Behavior Trees · Unity · VR Development · Linear Algebra · Data Analysis · Visio

INTERESTS

Artificial Intelligence · Machine Learning · Systems Design · Tool Development · Psychology Behind Player Choice · Game Theory