

IAN ALLEN GEIER

Game Designer | Technical Design & Player Experience

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Dual Argentine/German Citizen | Full EU Work Eligibility

SUMMARY

Game Designer with a technical foundation from shipping AAA live-service titles (EA Sports NHL, Gears of War), where I turned player feedback and behavior data into features that actually shipped. My background in UI and gameplay systems (C++/Blueprints) means I can prototype and build ideas myself, which speeds up how fast a team can iterate. I'm a longtime competitive gamer and local trading card game tournament organizer, and I'm currently building an original action-TCG hybrid in Unreal Engine on the side. That combination gives me a genuine feel for what players notice, on top of a real interest in metas, balance, and systems design. I take playtest feedback seriously and I'm looking for a full-time design role where I can put that to work. Dual Argentine/German citizen with full eligibility to work in the EU.

EXPERIENCE

UI & Full-Stack Engineer | itti

August 2025 - August 2026 • Buenos Aires, Argentina

- Kept building and shipping user-facing features in a fast-paced product environment, using the same iterative, feedback-driven process I'd use on a game.

Technical Designer | Trick Studios (Telltale Games)

November 2024 - October 2025 • Buenos Aires, Argentina

Technologies: C++, Lua, Python, Perforce, Unreal Engine 4/5, Jira, EOS

- Worked with designers and producers to prototype and build core gameplay features in Unreal Engine 4/5, iterating quickly off playtest feedback.
- Built modular gameplay systems (Actor Components, custom event-driven interfaces) so the design team could test and tune mechanics without needing an engineer every time.
- Wrote internal debugging and tuning tools in Python and Lua so designers could adjust balance and feel in real time during playtests.
- Wrote the technical design docs and live feature specs that kept design, engineering, and QA on the same page through implementation.

UI Game Developer | Globant - EA Sports (NHL Franchise)

January 2024 - May 2025 • Buenos Aires, Argentina

Technologies: C++, Angelscript, Unreal Engine 5, Scaleform, Lua, Frostbite

- Designed and optimized Hockey Ultimate Team (HUT) features and game flows for NHL 25 and NHL 26, using player feedback and engagement data to guide changes.
- Worked closely with UI/UX designers and artists to catch and fix player-facing issues before launch.
- Cut UI implementation time by 15%, which meant more time left for actual design iteration.

Unreal Game Developer | Globant - Microsoft (The Coalition, Gears of War)

August 2023 - January 2024 • Buenos Aires, Argentina

Technologies: C++, Blueprint, Unreal Engine 5

- Worked directly with designers to build and iterate on gameplay systems for an AAA title, turning design intent into working, testable features.
- Built Blueprint tools that let designers and producers iterate on gameplay without waiting on an engineer for every change.
- Handled workload estimation and task allocation to keep project milestones on track.

UI Game Developer | Globant - EA Sports (NHL Franchise)

November 2022 - August 2023 • Buenos Aires, Argentina

Technologies: C++, Angelscript, Unreal Engine 5, Scaleform, Lua

- Contributed to the launch of EA Sports NHL 24 and NHL 25, working with cross-functional teams to resolve player-facing issues.

Unity Developer | Schema

June 2022 - November 2022 • Buenos Aires, Argentina

Technologies: Unity, C#, C++, Git

- Designed and built game mechanics for a VR training simulator, prototyping and iterating based on user testing feedback.
- Kept the project compliant with industry standards, landing a 95% client satisfaction rate.

Earlier Experience

- Full-Stack Developer, OpenPass SA (May 2020 - March 2022): designed and documented web/mobile UIs and led onboarding for new developers.
- Junior Full-Stack Developer, Consultora Argon SRL (September 2018 - May 2020): debugged and improved software interfaces early in a full-stack engineering career.

EDUCATION

Argentine Business University (UADE)

Technical degree in Video Game Development and Design, March 2019 - August 2022

CERTIFICATIONS

- Master en Programacion de Videojuegos con Unity, 2019, y C#
- Desarrollo de juegos con Unreal Engine 4, de 0 a profesional

FEATURED PROJECTS

NHL 26, EA Sports (09/2025) | Playstation 5, Xbox Series X

- Designed and optimized Hockey Ultimate Team features, new game flows and updates on existing features.

NHL 25, EA Sports (08/2024) | Playstation 5, Xbox Series X

- Designed and optimized Hockey Ultimate Team features, focusing on responsiveness and player feedback.

NHL 24, EA Sports (08/2023) | PS4, PS5, Xbox One, Xbox Series X

- Developed scalable UI systems using Frostbite and cross-team collaboration.

Repsol Oil Rig Training Simulator, Schema (11/2022) | PC, VR

- Led development of an immersive training simulator in Unity for PC and VR.

SKILLS

- Design: Systems Design, Gameplay Feature Design, Playtesting & Iteration, Player Psychology & Motivation, Live-Service Feature Balancing, UI/UX
- Programming: C++, Blueprint, C#, Lua, Python, JavaScript, ActionScript
- Engines: Unreal Engine 4/5, Unity, Frostbite, Custom Engines
- Tools: Git, Perforce, Jira, Confluence, Trello, Debugging Tools
- Methodologies: Agile, Scrum, Kanban, Cross-Functional Collaboration
- Languages: Spanish (Native), English (Fluent)

ADDITIONAL

- Dual citizen (Argentina / Germany) with full EU work eligibility.
- Longtime competitive gamer and local trading card game tournament organizer; currently building an original action-TCG hybrid in Unreal Engine on the side.
- Care a lot about UI/UX and technical design, especially making things feel intuitive and player-first.