

IAN ALLEN GEIER

Technical Game Designer

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Dual Argentine/German Citizen | Full EU Work Eligibility

SUMMARY

Technical Game Designer and Unreal Engine Developer with a 4-year track record of leading the end-to-end delivery of complex gameplay systems for AAA franchises (EA Sports NHL, Gears of War). Currently serving as a Technical Product Manager, I bridge the gap between high-level consumer data and technical architecture, translating player-behavior insights into scalable C++ and UE5 systems. Expert in navigating the full SDLC, I specialize in leading cross-functional teams to build modular tools and performant UI frameworks that balance technical excellence with optimized project workflows. Dual Argentine/German citizen with full eligibility to work in the EU.

EXPERIENCE

Technical Product Manager

Ueno Bank

Buenos Aires, Argentina

Oct 2025 - Present

Technologies: Jira, Flutter, Dart, Typescript, React, Go, Kotlin, Git

- Directing technical roadmaps and leading cross-functional squads to deliver high-performance mobile/web solutions under strict performance constraints..
- Engineering end-to-end logic for automated loan management using a modern tech stack (Flutter, Go, Kotlin), treating financial progression systems with the same rigor required for complex game economy balancing.
- Serving as the primary bridge between business stakeholders and engineering teams, converting high-level product vision into granular technical documentation (PRDs) and actionable Jira backlogs.
- Analyzing large-scale user data to identify friction points, translating consumer behavior into technical requirements to optimize "user flow" and retention..

Technical Game Designer

Telltale Games (via Trick Games Studios)

Buenos Aires, Argentina

Nov 2024 - Oct 2025

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

- Engineered core mechanics and modular gameplay features in Unreal Engine 5 using a hybrid of C++ and Blueprints.
- Designed scalable systems utilizing Actor Components, Interfaces, and custom event structures to optimize modularity, performance and facilitate rapid iteration.
- Implemented multiplayer replication logic and integrated third-party SDKs/APIs via Epic Online Services (EOS).
- Developed custom Python and Lua scripts to build internal debugging suites and automated tuning tools, streamlining the design pipeline.
- Managed complex version control and task tracking within an Agile framework using Perforce and Jira.

UI Software Engineer / Unreal Engine Developer

Globant

Buenos Aires, Argentina

Nov 2022 - May 2025

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

- **EA Sports (NHL Franchise) | UI Software Engineer**
Jan 2024 – May 2025 (Returned to drive the implementation in specific HUT feature sets)
Nov 2022 – Aug 2023 (Initial tenure focusing on core UI systems)
 - Developed and optimized scalable UI systems using the **Frostbite** engine for NHL 24, 25, and 26.
 - Partnered with UI/UX designers and artists to resolve cross-disciplinary bugs for the launch of various titles.
 - Improved code quality and readability, meeting strict coding standards and reducing technical debt.
 - Streamlined UI development processes, reducing implementation time by 15%.

- **Microsoft (The Coalition - Gears of War) | Unreal Engine Developer**

Aug 2023 - Jan 2024

- Developed and implemented game systems for an AAA title using Unreal Engine 5.
- Created Blueprint nodes tied to core C++ functionality, enabling designers and producers to iterate more efficiently.
- Managed workload estimation and task allocation, ensuring timely delivery of project milestones.
- Improved error handling and code quality in existing systems, reducing bugs and creating a clearer codebase.

Unity Game Developer

Buenos Aires, Argentina

Schema

June 2022 - Nov 2022

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

- Designed and built game mechanics, contributing to the development of a VR training simulator for Repsol.
- Integrated legacy systems into new projects, improving compatibility and performance.
- Identified and resolved code errors and bottlenecks, ensuring high-quality deliverables.
- Ensured compliance with industry standards, resulting in a 95% client satisfaction rate.

EDUCATION

Argentine Business University (UADE)

Buenos Aires, Argentina

Technical degree in Video Game Development and Design

FEATURED PROJECTS

- **NHL 26 - EA Sports (09/2025)**

Platforms: 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)**

Platforms: Playstation 5, Xbox Series X

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

- **NHL 24 - EA Sports (08/2023)**

Platforms: Playstation 4, Playstation 5, Xbox One, Xbox Series X

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

- **Repsol Oil Rig Training Simulator – Schema (11/2022)**

Platforms: PC, VR

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

TECHNICAL SKILLS

- **Programming:** C++, Blueprint, C#, Lua, Python, ActionScript, JavaScript
- **Engines:** Unreal Engine 4/5, Unity, Frostbite, Custom Engines
- **Systems:** Gameplay Systems, UI/UX, Tool Development, Multiplayer Replication
- **Tools:** Git, Perforce, Jira, Confluence, Trello, Debugging Tools
- **Frameworks:** Agile, Scrum, Kanban, Waterfall
- **Languages:** Spanish (Native), English (Fluent)

ADDITIONAL

- Dual citizen (Argentina / Germany)
- Passionate about UI/UX design and technical design, ensuring intuitive and efficient gameplay experiences.
- Strong problem-solving mindset and ability to adapt to proprietary game engines.