

Justin Gist

Orlando, FL

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407-929-3184

Enthusiastic developer with lots of freelance work & experience! Completed many client projects including Sound Design, Unreal Engine implementation & Unity Development. Looking for a career that will test my skills & further my Game Development knowledge!

Authorized to work in the US for any employer

Work Experience

Asteroid//Shift

Independent Project - Orlando, FL

October 2019 to Present

- Implemented multiplayer functionality, including Local Play
- Programmed Modular gravity switching system that can be used in any level
- Developed responsive movement system for keyboard and controllers

Inventory Manager

Abbiechuelaaz Jewelry

February 2019 to Present

In-charge of inventory, making sure we are fully stocked at all times., making products and distributing them to customers.

Shift Leader

ABC Fine Wine & Spirits

January 2018 to February 2019

Accepted Shipments and deliveries to Inventory

Team Manager / Sales Rep

The Intercoastal Group

January 2017 to January 2018

Responsible for Training of over 50 employees, most with no sales background.

Tacopocalypse

Freelance - Orlando, FL

May 2015 to January 2017

- Designed levels with unique 90's feel
- Implemented audio cues for crashing, bumping & grinding that made the experience more immersive!
- Implemented Multiplayer split-screen, with comparison scoring at the end of each level!

Emmerholt

Game Jam - Orlando, FL

June 2014 to May 2016

- Developed, Designed & incorporated a horror sound system for Oculus VR
- Used Leap Motion technology to allow players to use their hands as controllers within VR
- Won the Unreal Dev Grant of \$10,000 in 2015!
- Link in resume to Published Steam Page!

Commercial Pool Technician

Falcon of the Nile Water Solutions

May 2007 to 2016

Sound Designer / Developer

Cherry Pie Games

November 2014 to May 2015

Responsible for creating all foley sounds & implementing them

- Worked with team members using Agile
- Worked in Unreal Engine working with Oculus VR

Education

Bachelor's Degree in Game Design

University of Central Florida

2016

Skills

- C# (5 years)
- Ableton Live (5 years)
- Vocal Recording (2 years)
- C++ (2 years)
- Foley Sound (5 years)
- HTML Design (3 years)
- Javascript (3 years)
- CSS (3 years)
- VR Development (2 years)
- Photoshop (10+ years)
- Unity (5 years)
- Leap Motion (1 year)
- GitHub (5 years)
- Unreal Engine (2 years)
- Python (Less than 1 year)
- Vue.JS (1 year)
- Express.js (1 year)
- Node.js (1 year)
- WebGL (1 year)

Certifications and Licenses

Driver's License