Justin Gist's Resume

• Email me: justingistaudio@gmail.com

• Phone: 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!

Skills

- C#
- C++
- HTML
- CSS
- Unity
- GitHub
- Unreal Engine

- Ableton Live
- Foley Sound Design
- VR Development
- Leap Motion Dev.
- Python

- Vocal Recording
- WWise
- Javascript
- Photoshop

Education

University of Central Florida

• Bachelor's Degree - Digital Media - Graduated 2016

Projects

Asteroid Shift - Programmer / DEC 2019-2020

- Implemented all game features & Game Mechanics with C#
- Programmed Modular gravity switching system that can be used in any level

Tacopocalypse - Sound Designer / 2015 / Cherry Pie Games

- Produced quality Foley sound effects for Skateboarding Cars
- Used DAW to edit and create unique sound effects
- Link to Steam Page

Emmerholt - VR Sound Designer / 2014-2015

- Incorporated complex sound effects in game.
- Built a library of sounds for Level Designers to implement
- Link to Steam Page

Hollow - VR Sound Designer / 2014

- Worked with 3D Sounds to create an immersive experience for the player
- Worked with Leap Motion and Oculus Rift
- Won the Unreal Engine Gamedev Grant 2014 of \$10,000
- <u>Link to Project</u>

Work Experience

Abbiechuelaaz Jewelry - Inventory Manager - February 2019 - Present

- In-charge of inventory, making sure we are fully stocked at all times., making products and distributing them to customers.
- Produce Jewelry Products for clients and shipped out on time

ABC Fine Wine & Spirits - Shift Leader - January 2018 - February 2019

- Accepted Shipments and deliveries to Inventory
- Dealt with Loomis and the safe

The Intercoastal Group - Team Manager / Sales Rep - January 2017 - January 2018

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

Cherry Pie Games - Sound Designer / Developer - November 2014 - May 2015

- Responsible for creating all foley sounds & implementing them
- Worked with team members using Agile
- Worked in Unreal Engine working with Oculus VR

Falcon of the Nile Water Solutions - Commercial Pool Technician - May 2007–2016