

Ed Gilmour

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Unity developer in Corvallis, Oregon with more than four years' experience in game development. Dependable, motivated, and able to work independently or as part of a team.

Technical Skills

- **Programming & Development:** C#, Java, Python
- **Game Development:** Unity Engine (2D & 3D), Steam & Itch.io publishing, Aseprite, Blender, Audacity, LMMS
- **Project Management:** Git, GitHub, Kanban (HacknPlan)
- **Self-Learning & Resources:** Independent, self-taught learner using resources such as StackOverflow, Unity Discussions, ChatGPT, and YouTube

Education

Crescent Valley High School Senior — Expected Graduation: 2026 • Cumulative GPA: 3.86

- Intro to Computer Science (A)
- Exploring Computer Science (A)
- AP Computer Science Principles (A, AP Score: 5)
- AP Computer Science A (A, AP Score: 5)
- Unity Pathways: Essentials, Junior Programmer, Creative Core

Projects

2025 [Cosmula \(Steam\)](#)

A 2D space shooter released on Steam Early Access. Designed and developed the full game in Unity with multiplayer support using Netcode for GameObjects, Relay, and Lobbies. Gained experience in multiplayer development and building clean, scalable systems.

2025 [Lincoln's Path \(Github\)](#)

A decision-making history game where players take on the role of Abraham Lincoln during the Civil War. Developed the game in Unity and collaborated on design. Gained experience in interactive narratives and effective teamwork in a small team.

2023 [Mineral Mayhem \(Itch.io 1st place game jam entry\)](#)

A fast-paced tower-defense game created with a small team in just three days for a game jam. Developing it taught me about rapid prototyping, iterating quickly under tight deadlines, and collaborating effectively. The game won 1st place out of 61 entries.

2022 **Fried Panic** ([Steam](#), [Itch.io](#))

A free fast-paced top-down action title that has reached over 6,000 players with positive reviews. Designed and developed the full game while collaborating with an artist on visuals. Gained experience managing a full project, building robust gameplay systems, and publishing a complete Steam game.

Experience

2025 **EPICLab Internship**, *Oregon State University*

Completed an internship at Oregon State University, collaborating with a PhD student and research lab on a paper investigating glue work (important but often unrecognized contributions) in open-source projects. Developed a Python-based tool to identify and analyze these contributions across large repositories.

2023 **Sports IQ Internship**, *Oregon State University*

Completed a team-based internship supporting an Oregon State University graduate student project focused on machine learning and tracking technology. We met weekly to collaborate, learn, and discuss topics such as data analysis, device tracking, and ML fundamentals.

2022 - Present **Founder of Simply Artizan** [Steam](#), [Itch.io](#)

Founded Simply Artizan in 2022, publishing several titles on PC platforms. Gained experience in marketing, customer support, as well as the business and legal aspects of publishing games while developing strong project management and problem-solving skills. The journey began after attending two-week game development summer camp at the local community college in 2021 which sparked my interest in making games. Since then, I estimate that I've dedicated more than 7,000 hours to development and work in this area.

Personal

I'm a UK and US dual citizen who has traveled in both countries and visited others such as France, Italy, Canada, Panama, and Peru, where I hiked the Inca Trail to Machu Picchu in 2019 with my family. I enjoy playing games with family and friends and have played many different video games and tabletop games over the years, which has given me a strong general knowledge of different genres and game mechanics. I'm also an avid 3D artist with experience in Blender and enjoy tackling any project related to game development.