Ed Gilmour

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Unity developer with more than 4 years' experience in game development. Dependable, motivated, and able to work independently or as part of a team.

Technical Skills

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

Experience

2022–Present — **Founder & Developer**, Simply Artizan • [Steam](#) • [Itch.io](#)

Founded Simply Artizan in 2022, publishing several PC titles, with *Fried Panic* (6,000+ players) and *Cosmula* (online multiplayer) released on Steam. *Mineral Mayhem* also won 1st place in a game jam, standing out among 61 other entries. The journey began after a 2-week game development camp in 2021, sparking a self-taught path now spanning 7,000+ hours of experience. [View more details in my portfolio.](#)

2025 — **Research Assistant Intern**, EPICLab, Oregon State University

Collaborated with a PhD student and research lab on a paper examining "glue work" in open-source projects. Built a Python tool to analyze such contributions across repositories.

2023 — **Student Intern**, Sports IQ, Oregon State University

Worked with an Oregon State University graduate project on machine learning and tracking technology. Met weekly to discuss data analysis, device tracking, and ML fundamentals.

Education

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

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

Personal

Dual UK-US citizen who has traveled internationally to countries such as France, Italy, Canada, Panama, and Peru, where I hiked the Inca Trail to Machu Picchu in 2019 with my family. I'm passionate about video games and tabletop games, and I enjoy tackling any project related to game development.