

Ed Gilmour

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High School Senior in Corvallis, Oregon with more than four years' experience in game development seeking internship, or work opportunities in game design or programming. Dependable, motivated, organized, and able to work independently or as part of a team.

Computer Skills and Education

- C#, Java, Python
- Unity Game Engine
- Git & GitHub
- Experience with publishing on Steam & participating in game jams
- Independent, self-taught learner using online resources such as StackOverflow, Unity Discussions, ChatGPT, and YouTube
- Intro to Computer Science (Grade A)
- Exploring Computer Science (Grade A)
- AP Computer Science Principles (Grade A)
- AP Computer Science A (Grade A)
- Cumulative HS GPA 3.86 (Crescent Valley Senior)

Projects

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

Released in 2025 on Steam and built in Unity, Cosmula is an online multiplayer space shooter that supports up to six players. I learned how to create a complex multiplayer project that needs scalable systems.

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

Created in 2025 for an AP US History project and built in Unity with C#. Lincoln's Path is a history game that takes place during the Civil War. "One of the coolest history projects I've ever seen" (AP US History teacher).

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

Made in Unity with C# and released in 2023, I made Mineral Mayhem in a team of two people and it got 1st place against 61 other entries. I learned how to collaborate effectively in a team with a short time schedule.

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

Released in 2022 and made with C# and Unity, Fried Panic is a top-down 2D game I made in a team of two people that reached over 5,000 players. I learned how to work independently to take a product from beginning to end.

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. Participated in weekly lab meetings to present progress, discuss project goals, and contribute to other ongoing research.

2023 **SportsIQ 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. At the end of the internship, I delivered an individual presentation showcasing what I had learned.

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

Founded Simply Artizan Games 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've worked as a landscaper in our local neighborhood for several years. 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.