

# 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.