

# Gabe Gramblicka

Software Developer | gabegramblicka@gmail.com | 425 979 6369 | gabegramblicka.com

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## Skills

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### Technical:

- C/C++ (2+ Years)
- OpenGL and GLSL (1+ Years)
- Linux CMD, OS, GNU G++
- HTML/CSS (Familiar)
- Json

### Tools:

- Visual Studio
- MSVC Debugger (2+ Years)
- Git, SVN, Perforce (2+ Years)
- Unreal Engine 5 (Familiar)
- Jira (Familiar)

### Functional:

- Interdisciplinary Collaboration
- Technical Direction
- Project Management

## Project Experience

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### Producer, Developer, "SHUTTLEFALL" by ADMIS

Sep 2024 - Oct 2024

- Oversee disciplinary advocates to allow leadership and ownership of tasks and objectives.
- Advocated and worked with artists to obtain visual style and to aid in technical blockers.
- Tools Used: Unreal Engine 5, Perforce, Jira

### Software Developer, "OpenGL Shader Language Object Preprocessor"

Sep 2024 - Oct 2024

- Created a backend that parses GLSL code to link multiple files using #include for less copy-pasting.
- Designed a frontend to allow for demonstration and file selection.
- Tools Used: C/C++, Git, OpenGL (GLEW), GLSL, SDL2, VS and MSVC

### Tech Lead, Graphics Engineer, "DREAD IT" by Children of the Pillar (Published on Steam)

Aug 2023 - Apr 2024

- Designed an abstracted graphics interface to allow for improved performance and ease-of-use for other developers.
- Architected shader lighting, tinting and other effects including flashlight shadow casting, as well as haze and film grain shaders, all which enhanced the player experience through tone and mood.
- Tools Used: C/C++, SVN, OpenGL (GLAD, GLEW, GLFW), GLSL, VS and MSVC, GNU C++ Compiler

### Software Developer, "Install Programs" a batch application installer

Oct 2023

- Designed and architected an automated installer solution in C++, leveraging ImGui for the frontend and Json for data handling to batch install programs to speed up installing programs on a new PC.
- Learned how to develop with a user first mindset through an intuitive user interface.
- Tools Used: C/C++, DearImGui, GLFW, json

### Software Developer, "Tugboat Terror" by Complicated Fish (Published on Steam)

Jan 2023 - Aug 2023

- Designed a configurable save slot solution for progress saving and loading.
- Developed a simple level editor that parses text files for per-level data resulting in easy level creation and save time near submission.
- Tools Used: C, SVN, Git, VS and MSVC

## Education

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### DigiPen Institute of Technology, BS in Computer Science

Apr 2026

- Concentration in real-time graphics

## Experience

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### Cabin Leader, Southern Alberta Bible Camp - Vulcan County, AB

Jun 2024 - Aug 2024

- Responsible for 8-9 campers to take to activities and engage and get to know them one-on-one.
- Running activities ranging from archery, paddling, disc golf, and pellet guns.

### Expo/Host and Prep Cook, Boston Pizza - Calgary, AB

May 2023 - Aug 2023

- Responsible for keeping the flow of service to allow the best possible experience.
- Bridging the gap between front of house and back of house and providing excellent customer service.