

Gabe Gramblicka

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Software Engineer

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Skills

Technical Skills:

- C/C++ (2 years)
- OpenGL and GLSL (1 year)
- HTML/CSS (familiar)
- Linux Command Line and OS

Tools:

- Visual studio, VS Debugger (2 years)
- Git, SVN
- Windows 10/11
- Unreal Engine 5 (familiar)

Functional Skills:

- Interdisciplinary Collaboration
- Technical Direction

Project Experience

Tech Lead and Graphics Developer

Dread It

Aug 2023 – April 2024

Team *Children of the Pillar* consisting of 9 people. Made in our fully custom engine using C++ and OpenGL for graphics.

Notable Contributions:

- 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.
- Created a batch file to automate project compiling keep a last good build to avoid bleeding edge bugs during milestone presentations.

Software Developer

Install Programs

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.

Outcomes:

- Learned how to develop with a user first mindset.
- Used pre-existing tools along with new code.

Software Developer

Tugboat Terror (Published on Steam)

Jan 2023 – Aug 2023

Team *Complicated Fish* consisting of 5 people. Made in our custom engine using C, which produced over 30 000 downloads on Steam.

Notable Contributions:

- 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.

Education

Bachelor of Science in Computer Science

April 2026

DigiPen Institute of Technology

- Concentration in Real Time Interactive Simulation

Experience

Expo/Host and Prep Cook

May 2023 – Aug 2023

Boston Pizza

- Responsible for keeping the flow of service to allow the best possible experience.
- Expo: Bridging the gap between front of house and back of house.
- Hosting: Customer service experience.
- Prep cook: Efficiency and optimization to aid the cooks.