

# GABRIELIUS 'GABE' GINTALAS

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## Education

### California State University - Fullerton

B.S. Computer Science

Anticipated Graduation Date: May 2026

Fullerton, CA

AUGUST 2022 – Present

#### Technical Coursework

**GPA: 3.81**

- Data Structures, Calculus I-III, Mathematical Structures I-II, Object-Oriented Programming, Operating System Concepts, Cybersecurity Fnd. and Princ., Assembly, Python
- Dean's List: Fall 2022, Spring 2023, Fall 2023, Spring 2023, Fall 2024, Spring 2024

## Internships

Intern Game Engineer, Cove

Summer 2024 - Present

<https://usecove.com/>

- Developed an advanced island editing system in Unity, allowing users to modify island layouts dynamically. Implemented different island layers (Beach and Land) to ensure decorations are placed on appropriate surfaces, enhancing design flexibility.
- Redesigned the decoration grid system using compute shaders to dynamically adapt to island shape changes, ensuring decorations adjust and reposition correctly in real-time.
- Overhauled the monkey AI system to simulate complex, dynamic behaviors by expanding state machines and introducing new animation states in Unity Animator, creating more engaging and lifelike NPC interactions.
- Improved visual fidelity by integrating seagull flight paths and water shader enhancements, boosting immersion and enriching the overall island atmosphere with subtle quality-of-life features.

## Projects

Officer, ACM - Game Development Board

Spring 2024-Fall 2024

<https://acmcsuf.com/teams>

- Collaboratively developing a roguelike game using the Godot engine with an ACM team, specializing in the design and implementation of a dynamic random-level generation system
- Leading the creation and delivery of Godot-focused educational content, preparing detailed slide decks, conducting workshops on game development with Godot, and offering hands-on support to students in classroom settings, fostering a collaborative and enriching learning experience.

## Extracurriculars

Gameplayer Programmer, Knight's Quest

Spring 2023

VGDC (Video Game Development Club)

<https://drbloo.itch.io/knights-quest>

- Designed and implemented top-down shooter game mechanics to enhance depth and replayability.
- Developed randomized barrel spawns that drop items, adding strategic elements.
- Created boss ring mechanic to increase challenge during boss phases.
- Introduced hammer weapon that rotates around the player, damaging enemies on contact.

Project Lead, Simplify C++: A Documentation Website

Spring 2023

ACM (Association for Computing Machinery)

<https://pillowgit.github.io/FullyHacks-2023/>

- Crafted an intuitive website to simplify C++ guides tailored for college computer science newcomers
- Collaboratively designed a C++ reference page for university beginners with ACM in a rigorous 24-hour coding challenge
- Integrated visually appealing interactive code snippets and visual tools, elevating user comprehension and engagement

## SKILLS & OTHER

Languages: C++, C#, GDScript, HTML, CSS, Python

Software: Github, Git, Github Desktop, Git Kraken, Unity, Replit, Visual Studio Code, Godot