Gabriel Domino

thegabehd.github.io | (702) 339-7879 | gabehdomino@gmail.com

WORK EXPERIENCE

JUNIOR UNITY ENGINEER
Sumi Labs | *September 2021 - Present*
- Implemented gameplay, network, and UI features for unreleased top-down space adventure game.
- Participated in game design meetings to refine gameplay features.
- Created editor tools to simplify addition of content.
- Added quality of life features and fixed bugs to prepare a game for release.

INTERN, GAME DEVELOPMENT
Scientific Games | *October 2020 - April 2021*
- Worked with senior game developers to create industry-leading casino games through Unity.
- Implemented client-server interactions in C# to ensure seamless and secure gameplay.
- Utilized Jira to work with game testers and fix bugs in existing games.

PROJECTS

SWAP (swapgame.io)
- General programming for a casual/rage game that was released on PC, iOS, and Android.
- Added settings menu and functionality, added full controller support, and fixed bugs.

CHESS ATTACK (thegabehd.github.io/ChessAttack)
- Created a survival game as a solo developer including programming, art, sound design, and UI.
- Released a multi-platform game on Web, iOS, and Android devices.

DEVOUR THE TOWER (thegabehd.github.io/DevourTheTower)
- Programmed an arcade-style dropper game that won a college-level design competition.
- Worked as part of a team of students to design and program a video game.
- Utilized Unity to create and release a video game on both iOS and Android mobile devices.

EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE
University of Nevada, Las Vegas | *August 2016 - May 2021*

SKILLS

LANGUAGES: C++, C#, Python, Javascript
TOOLS: Unity, Visual Studio, Git, Perforce, Jira.