

# Andrew Gawoski

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## Education:

University of California Santa Cruz, March 2016  
B.S. Computer Science: Computer Game Design

## Skills:

### *Languages:*

Experienced in: C++

Proficient in: C#, C, Java

Worked with: Javascript, Scheme, Smalltalk, Ocaml, Lua

*Technologies:* Visual Studio, Blender, 3D Studio Max, Android Studio

*Platforms:* Unreal 4, Unity, Android, HTML5/Canvas

*Additional:* Scrum, Documentation, UML

## Projects:

### [Say La Vie \(2015\)](#) Programmer & Artist Coordinator

An educational, french-learning town simulation game developed as a team project in Unreal 4 while attending UCSC.

- General Programming/Bugfixing
- General design contributions
- Managed a small team of artists to create assets

### [Perdix \(2017\)](#) Programmer & Designer

Tightly-tuned 2D action platforming title. Developed in Unity, inspired by mythology.

- Solo development and design
- Asset creation

### [Summoner Timers \(2016\)](#) Programmer & Designer

Native Android-developed timer application and companion for Riot Games' popular title, *League of Legends*.

- Using Riot Games' API
- Solo development and design

### [Luna Limit \(2016\)](#) Programmer & Designer

Casual tile-flip game utilizing principles of simple addition of lunar phases developed in Unity.

- Solo development and design
- Asset creation